# SPORE™ galactic adventures

## PRIMA Official Game Guide

written by:

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## about the author



David Knight has been an avid gamer since the days of the Atari 2600 and Commodore 64. His first foray into the gaming industry came in 1995, as a scenario designer for SSI's WWII strategy game *Steel Panthers*. As online gaming communities sprung up across the Web, David lent his enthusiasm and design skills to many fan sites. In 1998, he co-founded and co-hosted *Game Waves*, a weekly webcast featuring industry news and game reviews. David's involvement with Prima Games began in the late '90s as a technical editor. After co-authoring a couple of guides with his brother Michael, David authored his first solo game guide in 2002 for *Rollercoaster Tycoon 2*. Since then, he's written more than a dozen guides for Prima Games, including books for *Battlefield 1942*, *Star Wars Battlefront*, and *SWAT 4*.

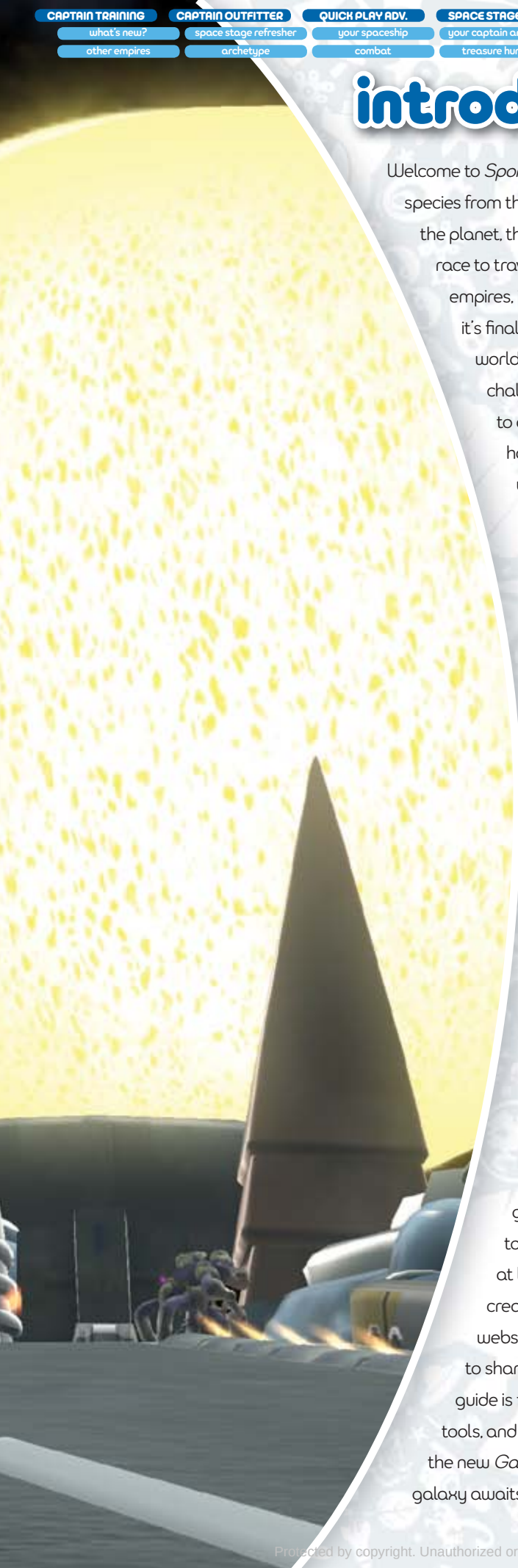
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# captain training



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# introduction

Welcome to *Spore Galactic Adventures*! In *Spore*, you were challenged to advance a species from the Cell Stage all the way to the Space Stage. Once your species conquered the planet, the Space Stage expanded the game world exponentially, allowing your race to travel all over the galaxy and interact with a variety of friendly and hostile empires, including the dreaded Grox. With the addition of *Galactic Adventures* it's finally time to leave the safety of your spaceship, set foot on strange alien worlds, and meet your allies and enemies face to face. Who knows what kind of challenges you'll find during these planetary adventures? Perhaps you'll need to defend a crystal mine from waves of ferocious creatures? Or maybe you'll have to prevent two rival clans from going to war? There's also a possibility you must reunite a band before its big concert. The variety and quantity of adventures are virtually unlimited thanks to the talented members of the *Spore* community who keep supplying dozens of new adventures on an hourly basis.

Once you've played a few Maxis- and community-created adventures, try creating one of your own with the new Adventure Creator. This powerful tool allows anyone in the *Spore* community to create adventures. So if you have a compelling story to tell, get busy and plot it out in the Adventure Creator, creating your own acts, goals, and gameplay. Like all other creations, adventures can be shared with the *Spore* community—other players can download, play, rate, comment on, and even edit your adventures, providing instant feedback. Collaborate with buddies and others in the community to create some truly epic adventures. The only limit is your imagination!

Are you ready to get started? This guide covers everything you need to know to get the most out of *Spore*'s Space Stage and the new *Galactic Adventures* expansion. We start with a thorough summary of the Space Stage, detailing every aspect necessary to not only survive, but to thrive in a galaxy filled with other space-faring empires competing for resources and power. We then dive directly into the new *Galactic Adventures* expansion, explaining how to create and equip your captain for the challenges ahead. Next, we cover the Maxis-created Quick Play and Space Stage adventures. Each adventure includes a gameplay walkthrough as well as a behind-the-scenes look, allowing you to learn some expert tips and tricks. The Adventure Creator is also covered at length, including a tutorial offering step-by-step instructions on how to create an adventure from scratch. Don't overlook the importance of the *Spore* website either. It's a crucial part of the community experience, making it easy to share and collaborate on adventures. Finally, the appendix at the back of the guide is filled with tons of useful data covering all the Space Stage's badges, tools, and rare items. Achievements from all the stages are revealed too, including the new *Galactic Adventures* achievements. So what are you waiting for? The galaxy awaits!



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# what's new?

The *Galactic Adventures* expansion adds new elements to *Spore*. Here's a brief summary of all the various new components.

- **Quick Play Adventures:** Starting with Adventure Town, play through the seven Maxis-created adventures from the new Quick Play menu, which allows you to jump right into the action without accessing the Space Stage. All downloaded adventures are available through the Quick Play menu, too.
- **Space Stage Adventures:** If you prefer playing in the Space Stage, start or resume an existing space game and visit other empires to undertake the nine Maxis-created adventures. Adventures downloaded from the *Spore* community randomly appear in the galaxy too, ensuring your captain never runs out of tasks.
- **32 Captain Parts:** Access the Captain Outfitter to equip your captain with a variety of new weapons and accessories, each with a unique and powerful ability ideal for completing adventures.
- **The Adventure Creator:** Make your own adventures and share them with the *Spore* community. The Adventure Creator is the same tool Maxis used to create all the adventures in the expansion. Feel free to open their adventures and take a peek at how they implemented certain elements.
- **Leaderboards:** Compete with friends and other community members on the adventure leaderboards to see who can post the fastest completion times.
- **Community Participation:** Become an active participant in the *Spore* community to earn Spore Points. You can earn points by playing and rating downloaded adventures or having your own adventures rated and played.
- **New Achievements:** Earn a new set of 47 achievements for playing and creating adventures.

# space stage refresher

Before jumping into your first adventure, review what it takes to become a successful space captain during the Space Stage. At the end of the Civilization Stage you've conquered the world and there's nowhere else to go—except to another one! In the Space Stage of *Spore*, you create a spaceworthy vessel and set about exploring the known and unknown universe. Seek out new life and new civilizations, and ally yourself with them or reduce them to cosmic dust. Your goal is up to you—conquer all other spacefaring races, form a galactic alliance, become a collector of rare artifacts, or journey to the mysterious center of the galaxy—but your adventure doesn't stop there. The Space Stage is open-ended, which means that your journey is never truly over! With the addition of *Galactic Adventures*, the Space Stage is more open than ever, finally allowing your captain to leave the confines of the spaceship and perform a variety of planetary adventures. In this section we take an in-depth look at the new and improved Space Stage, providing all the information necessary to become a legendary galactic explorer.

# your spaceship

Because you're part of a spacefaring race, most of your interactions with other empires, creatures, and environments is done from the security of your spaceship—the exception being adventure-based missions, which allow your captain to step out onto planets and interact with other races face to face. Maintaining and upgrading your ship is a must if you want to have any success in your galactic explorations.

## Health and Energy



The two most important things to keep an eye on are your spaceship's health and energy, represented by green and blue bars in the lower right corner of the screen.



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# Health

The green bar is your spaceship's health. It is reduced by enemy fire, environmental hazards like meteor showers and ice geysers, and traveling through a wormhole without a Wormhole Key. If the bar is completely depleted, your spaceship explodes. But thanks to advances in cloning technology, you reappear in an identical ship at the last colonized planet under your control that you visited. You don't lose any ship upgrades or items from your cargo hold, either.

Your spaceship's initial maximum health varies depending on the difficulty level that you've chosen. Four ship upgrades, in addition to the Basic Health upgrade that you start with, increase your maximum health capacity. Once you purchase a higher-level health upgrade, you can't go back to a lower-level one.

**Health Upgrades**

| Icon | Name | Description | Badge Required |
|---|---|---|---|
| | Basic Health | Increases your spaceship's health capacity. | None (Initially Equipped) |
| | Small Health | Increases your spaceship's health capacity. | Conqueror 1 or Colonist 1 |
| | Medium Health | Increases your spaceship's health capacity. | Conqueror 2 or Colonist 2 |
| | Large Health | Increases your spaceship's health capacity. | Conqueror 3 or Colonist 3 |
| | Extreme Health | Increases your spaceship's health to maximum capacity. | Conqueror 4 or Colonist 4 |

# Energy

The blue bar is your spaceship's energy, which is consumed when you travel to another star system or use a weapon or tool that requires energy. If you run out of energy, you can no longer use weapons and tools that require energy to function. You can still travel between star systems, but each jump to another system consumes 200 health. If you don't have 200 health, your next jump will cause your spaceship to explode.

Like its health, your spaceship's initial maximum energy depends on the difficulty level of the game. You can upgrade your initial energy storage up to four times to increase its maximum storage capacity. Higher-level upgrades replace lower-level upgrades.

**Energy Upgrades**

| Icon | Name | Description | Badge Required |
|---|---|---|---|
| | Basic Energy Storage | Increases your spaceship's energy capacity. | Missionista 1 or Colonist 1 |
| | Small Energy Storage | Increases your spaceship's energy capacity. | Missionista 2 or Colonist 2 |
| | Medium Energy Storage | Increases your spaceship's energy capacity. | Missionista 3 or Colonist 3 |
| | Large Energy Storage | Increases your spaceship's energy capacity. | Missionista 4 or Colonist 4 |
| | Extreme Energy Storage | Increases your spaceship's energy to maximum capacity. | Missionista 5 or Colonist 5 |

# Refueling and Repairing

There are two ways to refuel and repair your spaceship: by visiting a neutral or friendly colony, or through the use of items.



To refuel and repair at a colony, simply contact the colony and click the *Repair* and *Recharge* buttons. Your spaceship will be repaired instantly and fully, but keep in mind that there is often a cost associated with this:

- Neutral colonies charge the most for refueling and repairs.
- Friendly colonies give you a better deal.
- Your own colonies will refuel and repair you on the cheap.
- Repairs and refueling are always free at your homeworld.

You can also buy four items to repair your spaceship and replenish its energy. These are stored on your Weapons tab and each is a single-use item, so once you use it, it's gone. If you have multiple items of the same type, the count in the upper right corner of its icon decreases by one when you use the item.

**Repair and Refuel Items**

| Icon | Name | Description | Badge Required |
|---|---|---|---|
| | Repair Pack | Restores some of the health to your spaceship. | Missionista 2 or Trader 2 |
| | Repair Mega Pack | Instantly repairs your spaceship to pristine condition. | Missionista 4 or Trader 4 |
| | Energy Pack | Recharges a portion of your spaceship's energy. | Missionista 1 or Trader 1 |
| | Energy Mega Pack | Recharges your spaceship's energy to full. | Missionista 3 or Trader 3 |

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# Tools and Upgrades

Launching your spaceship into orbit might have seemed pretty impressive at the end of Civilization Stage, but you'll quickly find yourself outclassed in Space Stage unless you upgrade its hardware.

But there's more to purchasing upgrades than just forking over a wad of Sporebucks. Most upgrades need to be unlocked for purchase by earning badges (see the *Badges* appendix for more information). Without earning the right badges, you absolutely cannot purchase a tool or upgrade that requires them.



Once you've earned the proper badges, the tool is unlocked for purchase at your own colonies and the colonies of neutral or friendly empires. Here are a few things to keep in mind when upgrade shopping:

- You can buy all unlocked tools and upgrades at your colonies, but they're very expensive.
- Other friendly empires offer better deals on tools and upgrades, but their selection is limited.
- Every colony in an empire sells the exact same tools and upgrades at the exact same prices, so there's no need to visit multiple star systems under the control of the same empire.

## Single-Use vs. Multi-Use

**Some tools and upgrades, such as Repair Packs, are single-use items. They're identified by a number in the upper right corner of their icons in the purchase screen. When the item is purchased, the number in the icon's upper right corner represents how many you have in your inventory. Clicking the icon consumes one item of that type, and its inventory number decreases by one.**

**If a tool or upgrade doesn't have a number in the upper right corner, it's a multi-use item. That means that you only need to purchase one, and it is never consumed when used. However, multi-use items require your spaceship's energy to activate them, and the more powerful multi-use items will drain your ship's batteries quickly. Once you start acquiring multi-use items, be sure to also stock up on Energy Packs and Energy Mega Packs so that you're never caught short of juice at a critical moment.**

## Common Tools

There are dozens of weapons, upgrades, and tools to purchase for your spaceship, but here are four that you will be using constantly throughout Space Stage. All four are given to you during the tutorial at the start of Space Stage and do not require purchase. None of them can be upgraded.

### Scan

Scan is used to gather information about plants or animals on a planet and upload that data to your Sporepedia. To use it, just click its icon in the Main Tools tab of your inventory, and then click on the plant or animal you want to scan.



As you scan a planet's flora and fauna, the circles that represent them in the planet's Food Web (located in the Terraforming window in the screen's lower right corner) fill in. Empty circles mean that the corresponding plant or animal has not been scanned yet.




### Radar

Your radar can be toggled on and off with a click of its icon on the Main Tools tab of your inventory. When it is turned on, it guides you toward items of interest on the planetary surface:



- If the planet emits a yellow signal from the star system view, the radar guides you toward the rare item or terraforming tool responsible for the signal.
- If a destroyed enemy spaceship drops treasure, the radar points toward the treasure item.
- If you click on a plant or animal's circle in the Food Web, the radar indicates the nearest example of the species.



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The angle of the radar beam points toward the object it has detected. The frequency of the pings emitted by the radar tells you how close you are to it—the closer you get, the faster the pinging becomes.

### SETI



Your SETI (Search for Extra-Terrestrial Intelligence) device helps you detect the presence of other spacefaring empires in a star system. If you mouse over a star system on the Starmap and it emits a blue signal, that means that SETI has determined that another race has evolved to the Space Stage and colonized at least one planet in that star system. Visit the star system to make contact with the race, or avoid it if you're not interested.

**NOTE** Because you can colonize only uninhabited star systems, SETI is a useful tool for finding uncolonized systems ripe for colonization.

### Abduction Beam



Contrary to its name, the Abduction Beam allows you to transfer items from a planet's surface *to* your cargo hold, as well as beam items *from* your cargo hold down to the planet.

To pick up a plant, animal, sentient creature, spice crate, treasure, terraforming tool, or rare item, click on the Abduction Beam icon in the Cargo tab of your spaceship's inventory, and then click and hold the beam on the object until it appears in your cargo hold. You can hold only as many different items as there are spots in your cargo hold, and you can hold only 99 of each item. If there is no room in your cargo hold, the object drops back down to the planetary surface once it reaches your ship.

**NOTE** Treasure seized from destroyed enemy ships does not require you to have a free spot in your cargo hold. It's instantly deposited into your Sporebucks account once you pick it up.

To beam objects from your cargo hold down to the planetary surface, click the object's icon in the Cargo tab and click and hold the Abduction Beam on the area where you want to send the item. Plants, spice boxes, and rare items can be dropped from a great height without a problem, but animals and sentient creatures must be beamed all the way down to the surface, or they will not survive the fall.

Although the Abduction Beam itself cannot be upgraded, there are three levels of cargo hold upgrades. Each one increases the number of spots in the cargo hold:

**Cargo Hold Upgrades**

| Icon | Name | Description | Badge Required |
|---|---|---|---|
| | Basic Cargo Hold | Increases your spaceship's cargo capacity so you can fit more loot in your boot. | Collector 1 or Merchant 2 |
| | Medium Cargo Hold | Increases your spaceship's cargo capacity so you can put more junk in your trunk. | Collector 2 or Merchant 3 |
| | Large Cargo Hold | Increases your spaceship's cargo capacity so you can haul the most of all. | Collector 3 or Merchant 4 |

# Consequence Abilities

As in the Creature, Tribal, and Civilization Stages, you earn special Consequence abilities for each stage you play through on your way to Space Stage. If you skip any or all of these stages, you don't get any Consequence abilities for those stages. All of these abilities are passive abilities, which means that they're active at all times, so you don't need to do anything to use them.

## Cell Stage

Depending on whether you finish the Cell Stage as a Carnivore, Omnivore, or Herbivore, you earn one of three Consequence abilities for Space Stage.

### Carnivore: Power Monger

This ability boosts your spaceship's maximum energy capacity. Upgrades to your energy capacity result in even higher maximums than you'd have without this ability.

### Omnivore: Gentle Generalist

This reduces the cost of certain spaceship upgrades across the board. Upgrading your energy, health, and cargo hold capacity is much cheaper if you have this ability.



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### Herbivore: Social Suave

With this ability, the cost of all socialization tools (Happy Rays, Embassy, Monolith, etc.) is significantly reduced. For a complete list of all socialization tools, see the *Tools* appendix.

## Creature Stage

The result of your journey through Creature Stage (Predator, Adaptable, or Social) gives you another of three possible Consequence abilities in Space Stage.

### Predator: Prime Specimen

This ability raises your spaceship's maximum health. As you upgrade your health capacity, your maximum health remains above and beyond what it would be without this ability.

### Adaptable: Speed Demon

The Speed Demon ability increases the maximum distance you can travel between star systems on the Starmap. It also boosts your speed when flying above a planetary surface, making it easier to flee from pursuers and harder for retreating enemies to get away from you.

### Social: Pleasing Performance

This increases the duration of the positive relationship boost that you earn from rescuing an allied empire from attack or eco disaster. To put it in even simpler terms: Empires take longer to forget the good deeds you do for them.

## Tribal Stage

The Tribal Stage offers another three potential Consequence abilities for Space Stage. Depending on whether you finish Tribal Stage as Aggressive, Industrious, or Friendly, you get one of the following.

### Aggressive: Arms Dealer

This ability reduces the cost of every weapon in Space Stage. Consider it a dental plan for arming yourself to the teeth.

### Industrious: Colony Craze

Colony Craze reduces the cost of all colonization tools, including Colony Incredi-Paks, Spice Storage, and Uber Turret. For a complete list of all colonization tools, refer to the *Tools* appendix.

### Friendly: Gracious Greeting

The Gracious Greeting ability gives you an automatic +10 relationship bonus to all other empires except the Grox, who are less impressed by it. This helps to prevent declarations of war and makes it easier to form alliances and trade routes.

## Civilization Stage

Finally, depending on whether you completed Civilization Stage as a Military, Economic, or Religious civilization, you earn another Consequence ability for Space Stage.

### Military: Pirate-B-Gone

This ability significantly reduces the frequency of pirate raids on your colonies, preventing spice loss and the structural damage that would otherwise result.

### Economic: Spice Savant

With this ability, all of your colonies produce spice at a faster rate, making it faster and easier to earn a fortune in Sporebucks.

### Religious: Green Keeper

The Green Keeper ability reduces the frequency of eco disasters on your colonized planets, preserving the Food Web and TerraScore of your planets without requiring as much intervention from you.



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# your captain and crew



Upon starting the Space Stage, you're prompted to enter the name of your captain. Simply type out a name or click on the *Randomize* button to have the game automatically generate one for you. *Galactic Adventures* adds a new *Captain's Log* button to the Space Stage interface—it's located on the right side of the screen, just above the spaceship's health and energy bars. Open the Captain's Log to review your captain's rank, stats, equipment, and assigned crew members. You can also access the new Captain Outfitter from this screen, giving you the opportunity to equip new accessories unlocked with promotions—see the *Captain Outfitter* chapter for more information on the different ranks and captain parts. On the right side of the Captain's Log screen are the captain's three assigned crew members. These creatures join the captain on adventure missions, assuming crew members are allowed. If you have formed an alliance with another empire and attained one of its ships for your fleet, creatures from the allied empire can serve as crew members too—click on the *Next Page* and *Previous Page* buttons flanking each crew slot to cycle through all available options. During adventures, crew members follow the captain and assist in both combat and socialize interactions.

# a sense of scale

The difference in scale between the Civilization Stage and the Space Stage is as huge as the scale difference between Cell Stage and Creature Stage. You're about to discover that the planet you've spent your entire life on so far is just one tiny speck in a vast cosmos!

**NOTE** To zoom out from a planetary view to a star system view to a Starmap view, use the mouse scroll wheel or the + and - keys.

## Planetary



At the planetary level, the Space Stage looks a lot like the Civilization Stage, and your spaceship feels like a souped-up air vehicle. Cities and colonies dot the surface of settled planets, and the minimap in the screen's lower left corner displays the same types of information.

Each colony is managed like a city from Civilization Stage, with two big exceptions: You don't have to micromanage vehicle production, and the benefit of factories is increased spice harvesting, not automatic Sporebuck accumulation. For much more information on colony management, see the *Colonies* section of this chapter.



The minimap shares space with terraforming information about the planet's surface. Click the toggle button in the upper right corner of the minimap to switch between the two views. For more on the terraforming information, see the *Terraforming* section of this chapter.



While you're on the planetary surface, you can scan plants and animals to add them to the Sporepedia, abduct flora and fauna with the Abduction Beam, terraform and colonize the planet, recover valuable tools and rare items, and attack rival colonies and spaceships.



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# Star System



The star system view shows all planets in orbit around the system's star. Only one empire can have colonies in a star system. While in the star system view, you can jump from planetary orbit to planetary orbit by clicking on the planets. If you want to initiate communication with a planet, you must be in orbit around that planet.



To initiate communication, click the blue *Open Communication* button in the lower left corner of the screen. This gives you the following options:

**Trade**: Engage in a bit of interstellar commerce with the planet. Sell objects in your cargo hold, and buy the items that the planet has for sale. Shop around for good deals and highly motivated buyers!

**Repair**: Replenish your ship's health, usually at a price.

**Recharge**: Refill your energy meter; this usually costs you some Sporebucks as well.

**Missions**: See if the planet's leader has any missions for you to undertake.

**Diplomacy**: This is much like the Contact option in the Civilization Stage: You can offer gifts, establish trade routes, form an alliance, ask for help fighting an enemy, dissolve a partnership, and more. The options available depend upon your relationship with the planet's empire.



Mousing over a planet lets you know if there's something valuable on its surface to be discovered. If you see yellow rings radiating from the planet when you mouse over it, it's worth flying down to the planet's surface and taking a look. You might find a rare item or a terraforming tool, or you might fly straight into a pirate ambush!

**CAUTION** Each star system is controlled by a single race. If you're not on good terms with them, they might not take kindly to you entering the system and may attack.



The colors of the planets' orbit trails and the color of the sun in the star system indicate the relative ease of terraforming the planet and the type of spice that you can expect to mine there.

**NOTE** For information about which spice types are found on which planets, refer to the *Colonies* section of this chapter.

# Starmap



The Starmap shows a constellation of star systems. Star systems are to the Starmap what cities are to the planet in the Civilization Stage. After you have visited a star system, you can mouse over it on the Starmap to see who controls it, which planets are in the system, and if it has any bearing on any currently open missions.

**NOTE** If a star system emits a blue signal when you mouse over it, that means that it has been colonized by a Space Stage empire.

**Star System Information**

| Icon | Description |
|---|---|
| | Planet is too hot to colonize. |
| | Planet is too cold to colonize. |
| | Planet's atmosphere is too dense to colonize. |
| | Planet is suitable for colonization. |
| | Planet is not colonized. |
| | Planet is habitable and contains only plants. |
| | Planet is habitable and supports animal life. |
| | Planet is habitable and home to a Tribal Stage species. |
| | Planet is habitable and home to a Civilization Stage species. |
| | Planet has been colonized by you. |
| | Your home planet. |
| | Available adventure mission. |



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# Traveling Between Star Systems

When you first start exploring the galaxy, you can make only short hops between nearby star systems in the Starmap, thanks to the Interplanetary Drive and Interstellar Drive 1 that you are given at the start of Space Stage. As you upgrade your ship's Interstellar Drive, you can travel farther between systems.

Your maximum travel distance is represented by a yellow ring that encircles your spaceship in the Starmap. You can't travel beyond that ring in a single jump. If you've got your sights set on a distant destination, you must hop between several star systems to get there.

**NOTE** An arrow on the yellow ring always points toward the galactic core, which helps to orient you when traveling through space.

**Spaceship Drive Upgrades**

| Icon | Name | Description | Badge Required |
|---|---|---|---|
| | Interplanetary Drive | Allows you to leave your planet's orbit. | None |
| | Interstellar Drive 1 | Allows you to leave your solar system. | None |
| | Interstellar Drive 2 | Increases your spaceship's travel range. | Frequent Flyer 2 or Gopher 1 |
| | Interstellar Drive 3 | Increases your spaceship's travel range. | Frequent Flyer 3 or Gopher 2 |
| | Interstellar Drive 4 | Increases your spaceship's travel range. | Frequent Flyer 4 or Gopher 3 |
| | Interstellar Drive 5 | Increases your spaceship's travel range to maximum. | Frequent Flyer 5 or Gopher 4 |

## Wormholes

**Scattered throughout the galaxy are several wormholes: rips in the fabric of space-time that send you across vast distances if you travel through them. They are represented by triangles on the Starmap. If you do not have a Wormhole Key (available for purchase after earning the Frequent Flyer 3 or Gopher 3 badge), you will suffer damage when traveling through the wormhole.**

**Because you're never quite sure where a newly discovered wormhole will spit you out, there's a certain degree of risk involved in using them. However, if you're trying to reach the center of the galaxy or explore a completely new section of it, there's no better way to cover a lot of ground quickly.**



# Starmap Filters



The galaxy is a big place, and the Starmap can quickly become confusing. Fortunately, six filters in the Starmap's lower left corner allow you to toggle certain types of information on and off, which is a tremendous help when it comes to figuring out where you're going, where you've been, and who's where:

**My Empire:** Highlights systems where you have established colonies.

**Allies and Enemies:** Indicates which systems are controlled by races you are allied with or at war with. Green circles are allied spheres of influence; red circles are enemy territory.

**Empires:** Toggles linking lines between systems that are controlled by a single race.

**Missions:** Indicates which systems are important to the missions that you've accepted. (To remove a mission's systems from this filter, uncheck the *Track this Mission* box in the mission description in My Collections.)

**Travel Trail:** Shows the path you've traveled between systems since your last visit to your homeworld.

**Visited:** Highlights the systems that you have traveled to.

# your homeworld



At the start of Space Stage, the only planet you control is your homeworld, which is the same one you conquered in the Civilization Stage (and evolved up from, starting at Cell Stage, for that matter). Your homeworld's cities are in the same shape that they were in at the end of the Civilization Stage. That means that if you reached the end of the Civilization Stage by nuking every unconquered city with an ICBM, you'll have some repairs ahead of you at the start of Space Stage.

For that reason you might want to consider holding off on making the jump to Space Stage until you completely repair all of your cities in Civilization Stage and get them all running at peak productivity and happiness. Although your cities and buildings transfer over to Space Stage, your Sporebucks don't, so it's better to spend them on improvements in Civilization Stage before you lose them forever.



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Your homeworld is the heart of your empire, and it has unique characteristics:

- You can have up to 10 cities on your homeworld, as opposed to the three-colony maximum of any non-homeworld planet.
- Buildings and turrets are much cheaper on your homeworld than on any other planet.
- Spice storage capacity is much higher, but spice production is much slower.
- Repairs and recharging are always free at your own homeworld.

### Seizing Homeworlds

**If you discover the homeworld of an empire you are at war with, make every effort to take as many cities as possible intact. Other empires' homeworlds harvest spice much more quickly than your own, so seizing control of one with all 10 cities still in one piece can be a huge boost to your spice trade. For more information on conquering other empires' territory, refer to the *Other Empires* section of this guide.**

# colonies



For all intents and purposes, colonies in Space Stage are almost identical to cities in Civilization Stage. They can only be placed on planets with ecosystems that can support them, and they can't be placed on any planet that has sentient life (creatures in the Tribal, Civilization, or Space Stage). Each star system can only have one empire's colonies in it.

The primary reason for establishing colonies is to harvest and trade spice. As Space Stage progresses, you will find that this is the fastest and easiest way to earn Sporebucks. The spice production of a colonized planet will always repay whatever cost you incurred by settling the colony, so colonization should always be one of your top priorities.

A secondary reason for colonizing planets is to provide yourself with refueling and repair stops. This is particularly helpful when you're exploring the galaxy and are far from friendly faces. Also, if your ship is destroyed in combat, you reappear at whichever one of your colonies that you visited most recently, which can save a lot of backtracking.

Colonies are also important for setting up trade routes with friendly civilizations and for having outposts to purchase tools, weapons, and upgrades for your ship.

**NOTE** Establishing and developing colonies is also critical for earning the Colonist and Empire badges.

## Establishing Colonies

The Colony Incredi-Pak tool is used to establish a colony on a planet. But don't just drop your intrepid colonists down on the first hunk of solid rock that orbits a nearby star. Select a planet that suits your needs, and then be prepared with the tools you'll need to improve its habitability.

### Selecting a Planet

Consider three major aspects when choosing a planet to colonize: the relative ease of terraforming it, the type of spice it produces, and its proximity to other empires.

#### Ease of Terraforming

Terraforming is covered in much greater detail in the *Terraforming* section of this chapter, but for now, all you need to know is that a planet must have a stable environment and balanced ecosystem before your Colony Incredi-Pak can unpack itself and become a real, spice-harvesting colony. With the proper tools, you can transform any planet into a verdant paradise, but it's cheaper, faster, and easier to find a planet that's already habitable.

To do that, pay attention to the color of the planet's orbital trail in the star system view:

- A red trail means that the planet is too hot to colonize.
- A blue trail means that the planet is too cold to colonize.
- A green trail means that the planet can support plant and animal life and is ready for colonization.



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## Spice Production

There are six different colors of spice. Each planet produces one color of spice. The color of spice that it produces is determined by the color of its star and the temperature of its surface (indicated by the color of its orbit trail).

Of the five spice colors that each colonized planet does not produce, it randomly chooses three that it wants to buy and two that it will not buy. The price that a planet pays for spice is determined by multiplying the base value of the spice color by a "premium curve" that is determined by the difficulty setting and the number of units of spice that you're selling.

| Spice | Red Stars: Green Orbit Trail | Red Stars: Red/Blue Orbit Trail | Yellow Stars: Green Orbit Trail | Yellow Stars: Red/Blue Orbit Trail | Blue Stars: Green Orbit Trail | Blue Stars: Red/Blue Orbit Trail |
|---|---|---|---|---|---|---|
| Red | 96% | 50% | — | — | — | — |
| Blue | — | — | — | — | 100% | 20% |
| Yellow | — | 44% | 94% | 74% | — | — |
| Green | 2% | 2% | 2% | 22% | — | 30% |
| Pink | 2% | 2% | 2% | 2% | — | 35% |
| Purple | — | 2% | 2% | 2% | — | 15% |

**Spice Base Cost**

| Spice Color | Red | Blue | Yellow | Green | Pink | Purple |
|---|---|---|---|---|---|---|
| Base Cost (Per Unit) | 3,375 | 4,500 | 6,750 | 10,125 | 14,625 | 22,500 |

| Units Sold | Easy | Medium | Hard |
|---|---|---|---|
| 1 | 0.8 | 0.6 | 0.4 |
| 2 | 1 | 0.75 | 0.5 |
| 3 | 1.13 | 0.85 | 0.56 |
| 4 | 1.33 | 1 | 0.66 |
| 5 | 1.6 | 1.2 | 0.8 |
| 6 | 1.86 | 1.4 | 0.93 |
| 7 | 2.2 | 1.65 | 1.1 |
| 8 | 2.66 | 2 | 1.33 |
| 9 | 3.33 | 2.5 | 1.66 |
| 10 | 4 | 3 | 2 |

**TIP** As you can see, green, pink, and purple spice tend to be the most valuable varieties, so make sure to examine all uncolonized blue star systems when looking for planets to colonize, because planets that orbit a blue star tend to produce these colors of spice.

## The Neighborhood

If you are at war with an empire, don't colonize star systems near that empire unless you are prepared to fully develop and defend those colonies, because your rival empire will not hesitate to attack them. That means having the tools to improve the planet's ecosystem to the point where it can support multiple turrets on each colony, and having the Sporebucks to purchase and install those turrets. Other defensive weapons, such as Uber Turrets, are also a good idea if you're expecting trouble.

Likewise, if you have a very strong and very positive relationship with an empire, you can colonize planets near it without having to invest too heavily in defenses. Other than the occasional pirate raid, those colonies will probably not come under attack very often. Of course, if something should happen to sour your relationship with your former ally, you'd better beef up those colonies' defenses, pronto!

# Improving Habitability (Terraforming)

Unless you've lucked out and found a planet with a perfect ecosystem, there's always room for improvement. Each planet has a terraform score, or "TerraScore," that determines how many colonies you can place and how many buildings (including turrets) you can erect in each. The *Terraforming* section of this chapter contains all the information you need about how to terraform a planet to your liking, but here's the effect of a planet's TerraScore on your ability to colonize it:

**TerraScore Effect on Colonization**

| TerraScore | Max. No. of Colonies | Max. No. of Buildings |
|---|---|---|
| T0 | 0 | None |
| T1 | 1 | 5 per colony |
| T2 | 2 | 12 per colony |
| T3 | 3 | 20 per colony |



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## Seizing a Planet

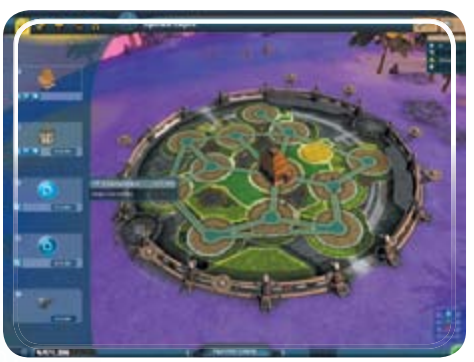


You can settle a planet only if it is uninhabited by sentient life. But if you've got your eyes on a planet that already has occupants, you can seize the planet and colonize it yourself.

If the planet is colonized by a spacefaring empire, you must destroy or conquer all of the colonies on the surface of the planet, while fending off attacks from the empire's defenses. For more information on destroying and conquering colonies, refer to the *Other Empires* section of this guide.

If the planet is home to creatures in the Tribal or Civilization Stage, you must fly over the surface of the planet and destroy every Tribal Hut or city on the planet. Once they have been eradicated, you can settle the planet yourself with a Colony Incredi-Pak or three.

# Colony Planner



You can use the Colony Planner to design vehicles, although the colony itself purchases and maintains them, so you don't need to micromanage this. The main purpose of the Colony Planner is to create, purchase, and arrange buildings using the exact same strategies as in the Civilization Stage, with the goal of keeping productivity up without sacrificing the happiness of your colonists.

**NOTE** The only difference between Civilization Stage buildings and Space Stage buildings is that income is measured in spice instead of Sporebucks. You must trade the spice to another colony to earn Sporebucks from it.

Each colony can have its own building and vehicle designs, and you can (and should) also purchase turrets to defend the colony from enemy attacks. Remember that the planet's TerraScore determines how many structures you can erect in the colony. A T1 planet's colonies can only have five structures each and that includes turrets. The colonies of a T3 planet can be developed until there are no more free spots for buildings.

## Placing Buildings

As in Civilization Stage, it's important to balance your colonies' happiness with their productivity. Placing entertainment buildings adjacent to the city hall or houses increases the amount of happiness in the colony and makes it more difficult to conquer, giving the colony's turrets more time to shoot down enemy spaceships. Linking factories to the city hall and houses boosts the amount of spice that is harvested per hour (measured in real time).

**TIP** Colonies' happiness can be increased by placing a Happiness Booster on the planet, but no item or tool increases the rate of spice production. So if you're down to one building spot and can't decide whether to put an entertainment building or a factory there, go with the latter option. You can always drop a Happiness Booster on the planet if you'd like to make your colonists a little more cheerful.



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The best tactical arrangement of buildings is four factories, two entertainment buildings, five houses, and eight turrets. If placed properly, this gives the colony a production value of 132 spice per hour (more with the Spice Savant Consequence ability), meaning that the colony reaches its five spice storage limit every two minutes. It also gives the colony a happiness rating of two, which should buy enough time for the turrets to deal with almost any threat.

Here is how to lay out this model colony, which requires a T3 planet and 358,400 Spore bucks:

1. Fill the five spots linked to the city hall with three factories, a house, and an entertainment building, *or* four factories and an entertainment building.
2. Connect an entertainment building and a house to the first entertainment building.
3. Place the remaining houses and factories in the four remaining spots so that you create productivity links between each one. There are several ways to do this, so keep rearranging the structures until you get to 132 spice per hour and two happiness.
4. Fill all eight turret spots with turrets.

**NOTE** If you terraform the planet to a T3 before dropping any Colony Incredi-Paks on it, you can place all of the buildings at once and rearrange and discard them without cost. Discarding buildings you placed in a previous visit to the Colony Planner recovers only 75 percent of their cost.

# Spice Harvesting and Trading



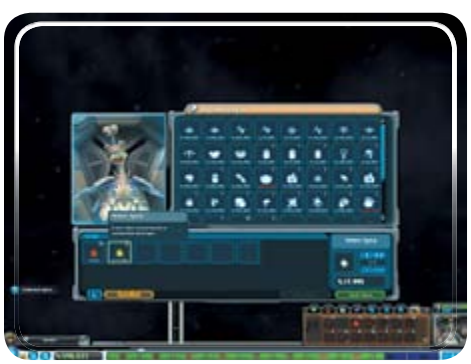

Each planet produces one of six varieties of spice. Each colony on the planet can store five units of spice. The Spice Storage tool doubles the storage capacity of every colony on the planet's surface if you use it to set up a storage facility on the planet. The Spice Storage unit can be destroyed by enemy fire, however, so be sure to place it near a colony fortified with turrets.

Once a colony has hit its storage limit, it can't harvest any more spice until you come by and pick up the spice it has already harvested. To pick up spice, all you have to do is fly into the planet's orbit in the star system view, and the spice is automatically added to your cargo hold.

**NOTE** You must have one free spot for each color of spice in your cargo hold (six spots total). You can only hold 99 units of each variety of spice. If you don't have room for the spice that the planet has harvested, the spice remains in the colonies.

The spice in your cargo hold can be traded for Sporebucks if you visit another colony and enter orbit around a colonized planet. The planet can be one of your own claimed worlds, or it can belong to another race that you have at least neutral relations with. (If you have a hostile relationship with them, they'll be too busy trying to blast you into a million pieces to listen to your trade offer.)

To see what they're offering for your spice, open communications and hit the *Trade* button. If you're happy with their offer, select the spice variety that you're willing to trade, and then choose the number of units that you will part with to see the total amount of Sporebucks that you'll get in return. Finalize the deal and watch your cargo hold lighten and your Sporebuck balance increase.



**TIP** As mentioned previously, each world is interested in purchasing only three colors of spice, and the price that they offer changes from visit to visit. A good rule of thumb is to never part with spice unless you're offered a five-figure sum per unit. The more you trade, the better an idea you'll have of what you can get, so if you're offered a good but not great deal, don't feel as if you have to sell every unit in your cargo hold—unload a dozen or two, and hold onto the rest as you search for a more motivated buyer.



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# Defending Colonies

There's more to colony maintenance than just setting up buildings and stopping by to pick up spice every now and then. You also have to periodically defend them against attack and prevent eco disasters from wreaking havoc on the planet's environment.

## Fending Off Attackers



Two different types of attackers will travel to your colonies and harass them: rival empires and pirates.

Rival empires attack only if an empire has declared war on you. After the declaration of war, expect to see attacks on your colonies that are closest to enemy territory. Rival empires attempt to destroy your colonies or conquer them for their own use. Either way, if they are successful, you lose control of the planet (as well as the star system, if you have no other colonies in the system).

Pirates tend to be less aggressive than rival empires. Their ships and weapons are weaker, and all they want to do is steal your spice. They are not interested in destroying your colonies or conquering them, although a poorly defended colony might be destroyed during a pirate raid if you don't respond quickly enough. If a pirate raid is successful, they steal one unit of spice from your colony and flee.



Whenever one of your colonies comes under attack, you receive notice of an incoming transmission. To receive the transmission itself, you must zoom out to the Starmap and click on the transmission icon over the star system that is hailing you. The transmission will detail the nature of the attack (rival empire or pirates) and plead for assistance.

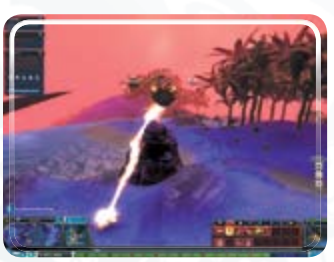
Don't waste any time getting to the planet and defending it, unless you're willing to let the colonies' turrets and other defenses try to fend off the attackers without your help. A well-fortified planet can repel a pirate raid, but a rival empire will probably be able to overwhelm its defenses.

All damaged buildings auto-repair when combat is over. Destroyed buildings must be replaced by you in the Colony Planner.

Take the following steps to reduce the frequency of attacks and the damage done by them:

- Raise the TerraScore of all colonized planets to T3 as soon as possible and place the maximum number of turrets in each colony.
- Keep the happiness level of each colony at two or higher so that it takes longer for rival empires to conquer the colony.
- Use Happiness Boosters to increase the happiness of the colonists and make the colonies more resistant to capture.
- Place the Uber Turret tool on a planet to provide the strongest possible automated defense for all of the planet's colonies.
- Maintain positive relationships with neighboring empires to reduce the likelihood of war and prevent rival empires from attacking your colonies.
- If war is unavoidable, win it as quickly as possible, or bribe the rival empire to sign a truce.
- The Pirate-B-Gone Consequence ability reduces the frequency of pirate raids on your colonies.

## Eco Disaster



From time to time, every planet gets hit with an eco disaster, where a handful of animals become infected with a contagious and deadly disease that threatens the existence of their entire species. From the time that the eco disaster warning appears on your screen, you're in a race against the clock to travel to the planet and eliminate the infected animals with your laser weapon.

Infected animals have a yellow cloud around them, and your radar always points toward the nearest one. A status box in the upper left corner of the screen keeps track of how many infected creatures you have destroyed and how many remain. If you eradicate all of the infected animals before the time limit expires, the eco disaster is averted.

If you don't head off the eco disaster, the infected species becomes extinct on that world, threatening its Food Web. For example, if an herbivore becomes extinct, it compromises the survival of the carnivore that feeds on it. You must replace the species immediately to preserve the Food Web and prevent total collapse of the ecosystem.

The following tactics help to prevent or mitigate eco disasters:

- Placing a Bio Protector on a planet gives you more time to respond to eco disasters when they occur.
- Placing a Bio Stabilizer on a planet decreases the frequency of eco disasters on that planet.
- The Green Keeper Consequence ability reduces the frequency of eco disasters on every planet you colonize.



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# terraforming

If you limit your colonization to perfectly formed T3 planets that you just happen across, prepare for disappointment. Most great worlds aren't found; they're created by transforming the climate with a variety of tools and then populating the planet with a diverse array of plants and animals. This process is called terraforming.

## Increasing Habitability

Terraforming a planet to its ideal state is a multi-step process that requires an array of specialized tools and a cargo hold full of plants and animals.

### Raising the TerraScore



A planet's terraforming score, or TerraScore, is determined by two factors: its temperature and the density of its atmosphere. The planet's terraforming info shares a window with its minimap in the screen's lower left corner, and a button in the upper right corner of the window toggles between the two.



The dot on the terraforming grid represents the planet's current TerraScore. If it is outside the three concentric circles in the middle of the grid, it is a TO planet and uninhabitable. TO planets have unique environmental hazards that can damage your ship when you are in planetary view.

**Dangers of TO Planets**

| Characteristic | Hazard |
|---|---|
| Low temperature | Ice geysers |
| High temperature | Volcanoes |
| Low atmosphere | Meteor storms |
| High atmosphere | Thunderstorms |

If the TerraScore dot is in one of the three concentric circles, the planet is habitable. The outer circle represents a T1 score, the middle a T2, and the innermost circle a T3.

#### Planet Atmospheric Tools

To raise a planet's TerraScore, you must use planet atmospheric tools to adjust its temperature and atmospheric density. Tools that raise or lower the planet's temperature move the dot on the TerraScore grid left or right, respectively. Tools that increase or decrease its atmospheric density move the dot up or down, respectively.

As with most categories of tools, there are single-use and multi-use planet atmospheric tools. Single-use tools are completely consumed during use and have a limited impact on the planet's TerraScore. Multi-use tools are much more expensive to purchase and take longer to unlock, but they can be used as much or as little as you want, giving you a greater degree of control. However, although they always remain in your inventory, they also consume your spaceship's energy and can only be used as long as you have the energy to use them.

**Single-Use Tools**

| Icon | Name | Description | Badge Required |
|---|---|---|---|
| | Atmosphere Generator | Place on a planet to raise its atmosphere level. | Missionista 1 or Empire 1 |
| | Drought Generator | Place on the planet to lower the atmosphere level. | Missionista 1 or Empire 1 |
| | Meteor Shower | Use to hurl meteors at a planet to raise the temperature. | Missionista 2 or Empire 2 |
| | Ice Storm | Place on the planet to lower the temperature. | Missionista 2 or Empire 2 |
| | Asteroid Call Button | Use on a planet to summon an asteroid, raising the temperature and lowering the atmosphere level. | Missionista 3 or Empire 3 |
| | Atmosphere Freezer | Place on the planet to lower both the temperature and the atmosphere level. | Missionista 3 or Empire 3 |
| | Ice Comet | Use on a planet to hurl an ice comet at it; lowers temperature and raises atmosphere level. | Missionista 4 or Empire 4 |
| | Volcano | Place on the planet to raise both the temperature and atmosphere level. | Missionista 4 or Empire 4 |
| | Staff of Life | Use on a planet to totally terraform it to T3 instantly. | Center of the Galaxy reward |



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### Multi-Use Tools

| Icon | Name | Description | Badge Required |
|---|---|---|---|
| | Cloud Accumulator | Use on a planet to raise its atmosphere level. | Terra-Wrangler 2 or Empire 2 |
| | Cloud Vacuum | Use on a planet to lower its atmosphere level. | Terra-Wrangler 2 or Empire 2 |
| | Refrigeration Ray | Use on a planet to lower the temperature. | Terra-Wrangler 3 or Empire 3 |
| | Heat Ray | Use on a planet to raise the temperature. | Terra-Wrangler 3 or Empire 3 |
| | Air Conditioning | Use on a planet to lower its temperature and raise its atmosphere level. | Terra-Wrangler 5 or Empire 5 |

| Icon | Name | Description | Badge Required |
|---|---|---|---|
| | Hot Cloud Seeder | Use on a planet to raise both temperature and atmosphere level. | Terra-Wrangler 5 or Empire 5 |
| | Hot Cloud Vacuum | Use on a planet to raise temperature and lower atmosphere level. | Terra-Wrangler 4 or Empire 4 |
| | Cold Cloud Vacuum | Use on a planet to lower both its temperature and atmosphere level. | Terra-Wrangler 4 or Empire 4 |

# Placing Plants and Animals

Changing the planet's temperature and atmosphere is just the first step in terraforming it. Once the planet is capable of supporting life, you need to place new species of plants and animals on it.

Each planet's Food Web, located next to the TerraScore grid, has three rows of six dots that represent plants, herbivores, and carnivores, respectively. If a dot is empty, it means that the planet is capable of supporting flora or fauna of that type, but they haven't been placed on the planet yet. If the dot is covered by a lock icon, it means that the environment of the planet does not yet support that type of plant or animal.

Rows must be filled from left to right, starting with the bottom row and moving up to the next one only once an entire row has been filled. When a row is completely filled, the planet's TerraScore increases by one, and another colony can be placed on the planet.

Also, each type of plant or animal placed on the planet must be a unique species, or it will not fill a spot on the Food Web. For example, if you complete the T1 row on the Food Web and then try to start the T2 row by beaming down the same species of small plant you used to fill the T1 row, you will receive a message saying that the species already exists on the planet, and no dots will be filled in on the T2 row of the Food Web.



Before you can place plants or animals on a planet, you need to abduct them from another planet. Use the Abduction Beam to suck them up into your cargo hold. This requires a free spot in the cargo hold for each species of plant or animal, and you can hold only 99 of each.

**NOTE** You will never need more than three different species of small, medium, and large plants, or more than six different species of herbivores, or more than three different species of carnivores and/or omnivores. It's more efficient to have many plants and animals of the same species than a few samples of a lot of species.

## Placing Plants



Plants stabilize the environment of a planet. If you don't introduce a variety of plants to the planet after modifying its climate, its TerraScore dot will slowly return to its original position on the grid before you started terraforming it. Once a TerraScore row of plants has been filled in on the Food Web, the planet's environment is stabilized for that TerraScore and will not slide back to a lower one unless an eco disaster wrecks the Food Web.

There are three varieties of plants: small, medium, and large. You must place one species of each variety to fill out the plant portion of each TerraScore row in the Food Web. Once all three plant spots of a TerraScore row are filled by species of small, medium, and large plants, the animal slots open up on that TerraScore row, since the planet can now support herbivorous creatures.

**NOTE** Unlike animals, plants can be dropped from a great height onto the planet's surface without damaging them, so there's no need to hold the beam on the surface to give the plant a smooth ride down.



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## Placing Animals



Filling out a TerraScore row with animals raises the TerraScore of the planet and opens up the plant spots of the next TerraScore row. And because raising the TerraScore also raises the colony limit, you can place another colony on the planet when all of the animal slots are filled in that row of the Food Web.

Each TerraScore row requires two species of herbivores and one species of carnivore (omnivores can be used in place of carnivores). The herbivores must be placed first, so that the carnivore has something to eat. If you add the carnivore before the omnivores, you receive a message saying that the biosphere can't support that species.

**NOTE** Animals are more fragile than plants and must be beamed all the way down to the planetary surface. Releasing the animal before it has reached the ground kills the animal and prevents it from filling a spot on the Food Web.

### Terraforming Tips

**If you want to go on a colonizing binge and don't care about having a wide variety of plants and animals on your colonized worlds, start by filling your cargo hold with three species of each plant type (small, medium, large), six different herbivores, and three different carnivores/omnivores. The best way to do it is to fly around your T3 homeworld and grab everything in sight with your Abduction Beam. You will need to have upgraded your cargo hold in order to fit all of them in there.**

**Look for planets near your own empire that are not near colonies of empires that you're at war with, preferably in star systems with blue stars, because the planets that orbit them tend to produce more valuable colors of spice.**

**Terraform a planet to T3, preferably using multi-use tools, which you should always purchase as soon as they are available.**

**Once the climate has been changed to T3, immediately start beaming down plants and animals in the proper order to completely fill the Food Web.**

**Zoom back out to the star system view, and then zoom back into the planetary view. You will find that the plants and animals you have placed have completely taken over the planet. Fly around and use your Abduction Beam to scoop them up into your cargo hold. Because the only species on the planet are the ones that you already have in your cargo hold, you can quickly and easily restock your plant and animal samples without accidentally filling the cargo hold with a wide variety of plants and animals.**

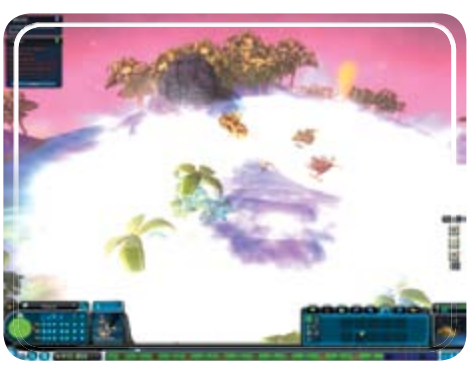
**Drop at least one Colony Incredi-Pak and use the Colony Planner to create an optimal colony (as described in the *Colony Planner* section). If you can afford it, repeat this in two other locations to boost spice production and storage.**

**Visit all of your colonies on a spice trading run, purchasing more Colony Incredi-Paks as you're able to afford them, and then repeat the entire process on another planet. Even if you're distracted by eco disasters and raids on your planets, you should have a sizable empire in no time!**

# Aesthetic Transformations



There are a number of planet sculpting and planet coloring tools that don't impact the TerraScore or biosphere of the planet. The only in-game purpose of most of these tools is to allow you to change the look of the planet and let your creativity shine. With a wide enough array of tools, you can create fantastic and impossible worlds with pink skies, purple terrain, chocolate swirl seas, and crystal mesas.



A few of the planet sculpting tools have more practical effects. For example, if a planet is mostly water, you can use a Raise Terrain tool to cause a landmass to rise forth from the seas, giving you a new continent to place a colony on. You can also use these tools as weapons against other empires' colonies—the Lower Terrain tools can send a coastal colony beneath the waves, destroying it instantly.

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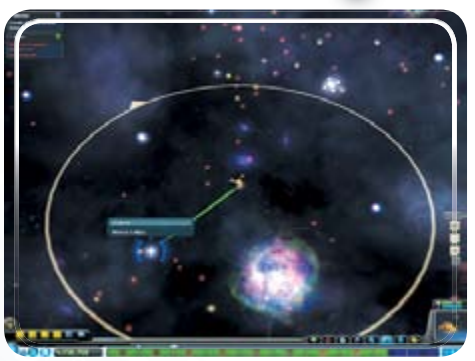


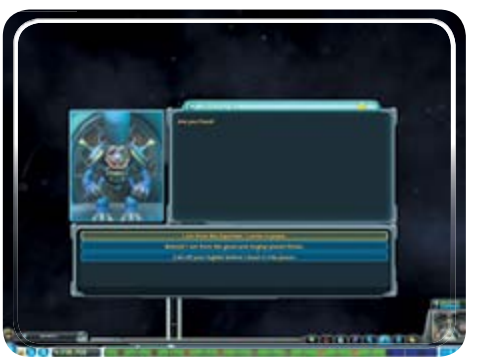
The majority of the planet sculpting and planet coloring tools are not purchased; they're found on other planets. Explore star systems to see if any of the planets emit yellow radio waves. If they do, fly down to the planet and follow your pinging radar to the source. Sometimes it's a rare item, but more often than not, it's a tool that you can pick up with your Abduction Beam and add to your inventory.

To use a planet sculpting or planet coloring tool, simply select its category tab to bring it up in your inventory, and then click on its icon to select it. Click on the desired location of the planetary surface to activate the tool and transform the planet. All sculpting and coloring tools are multi-use items that consume energy when used.

**NOTE** For more information on Planet Sculpting Tools and Planet Coloring Tools, visit the Appendix.

# other empires





One of the very first things that you have to do in the Space Stage is to make contact with another empire. The galaxy is too vast and too full of advanced species not to deal with some of them, whether you like it or not.

Initiating first contact is generally the best way to control the relationship between your empires; it also earns you a positive relationship bonus for being the one to make contact. To make contact with an empire, mouse over star systems in the Starmap until you detect spacefaring life with your SETI, represented by blue signal waves emitting from the system.

Travel to the system and zoom into the star system view to fly into orbit around the inhabited planet. Open communications with the empire to make first contact.

**NOTE** Once you make contact with another empire, they start expanding their empire in real time, just as you are. Until you make contact, however, the empire does not "awaken," so avoid contacting too many empires until you've established yourself in your corner of space.

### Your Other Empires

**If you have more than one Space Stage game saved, you can potentially wind up meeting your other game's empire(s) if you travel to their part of the galaxy. All AI-controlled empires will expand in all games whenever you play any of them.**

**Your other games' empires will almost never be attacked when you are not controlling them. The rare exception would be if you form an alliance with them, and then a mutual enemy attacks one of their colonies. In that case, be sure to be extra vigilant about defending your saved empire, or you will have some repairs to make when you resume playing it later. Your other games' homeworlds will never be attacked.**

## Diplomacy

Diplomacy is the process of shaping your relationship with other empires. Your relationship is measured on a scale similar to the one seen in the Civilization Stage. A negative number means a negative relationship, a positive number means a positive relationship, and 0 means a completely neutral relationship. The relationship is also represented by the color of the face that appears in the information box when you mouse over the empire's system or planet.



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**Relationship Icons**

| Icon | Description |
|---|---|
|  | You are at war with this empire. They will launch attacks on your colonies and attempt to erase your people from the galaxy. It's you or them, so make sure that it's them. |
|  | You're in a "cold war" with the empire. Don't try crossing through their star systems, unless you're fond of the taste of laser blasts. They will not trade with you, nor will they approve trade routes. They may also offer missions that let you earn money and their trust. |
|  | You have a neutral relationship with the empire. They won't approve trade routes unless you improve the relationship, but you can trade items with them. |
|  | You have a friendly relationship with the empire. They're happy to trade and establish trade routes with you. They'll also usually have missions for you to take on. |
|  | You can now ally with the empire. They will assist you if you ask for help fighting off an enemy, but prepare to reciprocate as well. They will also always accept a trade route proposition or offer you a mission, and you can ask them to add a spaceship to your Fleet to accompany you wherever you go. |

Most diplomacy is conducted through the Diplomacy option on the contact screen when you open communications with another empire. However, your actions (and inaction) can also affect your relationship with other empires, as you will see.

## Making a Good First Impression

Introducing yourself to other empires gives you a small bonus to your relationship with the empires. If they have to initiate contact because they are intimidated by the size of your expanding empire, or because you attacked one of their ships or colonies, they'll be in a much less happy mood.

If you have the Gracious Greeting Consequence ability, you gain a small automatic bonus to your relationship with every other empire in the galaxy. You must have finished Tribal Stage as a Friendly tribe to have earned this ability.

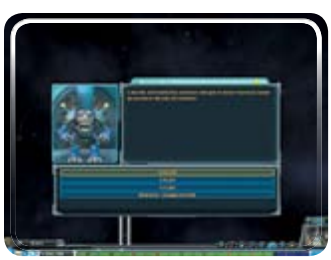
Finally, having the same archetype as the other empire gives you an automatic bonus to your relationship with them. For more information on archetypes, see the *Archetype* section of this chapter.

## Improving Relationships

There are a number of ways to improve your relationships with other empires. If you make even a minimal effort to get along with your galactic neighbors, you'll rarely find yourself in a war that you're not interested in fighting.

> **NOTE** Most actions you can take to improve your relationship with another empire lose their effectiveness over time, so you need to continually renew your commitment to empires that you want to keep happy. Remember, diplomacy isn't about "what have you done for me," it's about "what have you done for me lately?"

### Bribe



Call it a "gift," call it a "donation," or call it an "offering"; it's all the same thing—a bribe. Nothing improves a relationship faster or more easily than a massive transfer of Sporebucks from your coffers to your new friends'. It's the quickest way to get a warring empire to stop attacking your colonies, and it's a great way to make a very positive first impression.

### Missions & Adventures

Volunteering to undertake missions and adventures for other empires gives you a small relationship boost. Completing them gives you a significant boost. Failing to complete the mission, however, damages your relationship. To find available adventure missions, travel to star systems marked by white triangular flag icons.

### Form an Alliance

When your relationship with another empire is as strong as can be (green face), you can propose an alliance between your empires. This gives you another bonus to your relationship, further cementing it. With an alliance, you can ask your allies to attack or defend other colonies, but you're obligated to return the favor whenever called upon. If your relationship degrades, your allies may call off the alliance. You also have the option to dissolve an alliance at any time through the Diplomacy screen, for no reason at all.



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## Defend Allies



Like you, other empires will be attacked by rivals or pirates or suffer eco disasters. When this happens, they send out a call for help that you need to respond to if you want to keep your relationship strong. Rescuing your ally's colony improves your relationship with the empire. Ignoring or failing to help hurts your relationship with them and may cause a tenuous alliance to dissolve.

## Add Ships to Fleet

As you reach the higher ranks in Space Stage, you can add other allied empires' ships to your fleet. Having their ship in your fleet improves your relationship, but if you're careless and let the ship be destroyed, you suffer a very slight relationship penalty.

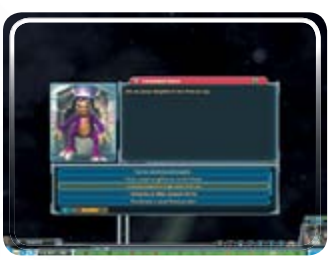
## Use Tools

You can use a number of tools to improve an empire's view of you, including the different versions of the Happy Ray and the Embassy. For a complete list of socialization tools, see the *Tools* appendix.

## Terraform a Planet

Terraforming a T0 planet to a T3 is time-consuming and expensive work, and that's what makes it such a valuable gift to an empire that you're trying to woo. If you terraform one of the T0 planets in a star system that they have already colonized and stabilize its biosphere as a T3 planet, you will receive a significant boost to your relationship with them.

## Establish Trade Routes



Once you have established a strong relationship with an empire, they may be willing to form a trade route with you, which you can initiate through the Diplomacy screen. You can only have three trade routes active at a time, and you earn a relationship bonus with an empire as long as you have a trade route active with one of their colonies.



Once a trade route has been established, a purchase system bar slowly starts to fill at the other empire's colony, just like the purchase city bar seen in the economic strategy's trade routes in the Civilization Stage.

When the bar is completely full, you receive a message from the colony saying that the system is available for purchase. To buy it, return to the colony at any point and click the *Purchase System* button to make an offer; there is no time limit for making your offer, so do it at your convenience.

It's impossible to know exactly which purchase price is the lowest one that they'll accept, but the following are all factors:

- The color of spice produced. Green, blue, and purple spice-producing planets are pricier than red, orange, and yellow spice producers.
- The number of colonized planets in the system—more colonies equals more cash.
- The TerraScore of the planets in the system. Whether they're colonized or not, T3 planets are always a valuable commodity.
- Your relationship score with the empire. An especially strong relationship might get you a "mate's rates" discount.

If your bid is successful, you take immediate ownership of the system and all colonies in it, as if you had established them yourself. You also earn a small relationship bonus with the empire that you purchased it from.

If you underbid for the system, your offer is denied, and the purchase system bar starts refilling again from the beginning. Your trading partner also gets into a bit of a huff at your attempt to lowball, and your relationship suffers slightly as a consequence.

# Damaging Relationships

Diplomatic relationships are fragile things. A few careless actions—or one really atrocious one—can sour an empire's opinion of you and possibly lead to war.



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## Attack Colonies or Ships



The most blatant way to turn another empire against you is to attack their ships or colonies without cause. (Of course, if you have cause, that means that you're already on bad terms.) Allies in particular take this sort of ambush hard.

## Insult

Usually you'll have a chance to insult another empire among the choices available to you on the Diplomacy screen. Selecting this doesn't endear you to them, but it's not a major incident either. Expect a small penalty to your relationship if you choose to be less than diplomatic in your conversation.

## Reject a Mission

If you ask the other empire for a mission and then choose not to accept it once you hear the description of it, you suffer a small penalty to your relationship with the empire. However, sometimes this is worth it if accepting the mission would cause you to take an action that would jeopardize your relationship with another empire.

## Mission Failure

Rejecting a mission outright is bad. But accepting a mission and then failing to complete it is much worse. If you can't honor your promise to help out another empire, expect to suffer a significant relationship penalty as a result.

## Fleet Ship Destruction

Your allies will never refuse to loan one of their spaceships to your fleet, but they do get slightly miffed if you keep having to come back to them because your reckless actions destroy their ships. This isn't usually a big problem if you don't make a habit of it, but it can develop into a drag on your relationship over time.

## Terraform Without Permission



Terraforming an uninhabited TO planet in an empire's star system and making it habitable earns you brownie points with that empire. But using sculpting or coloring tools on one of their colony planets will irritate them in a big way, especially if the terraforming damages one of their colonies.

## Abduct or Eradicate Citizens

Stealing another empire's citizens from their colony is a clear act of aggression that won't be forgotten. Blasting them to atoms with a laser is even worse. The only exception to this is if you do so during the course of a mission given to you by that empire, in which they specifically tell you to abduct or eradicate citizens of their own empire.

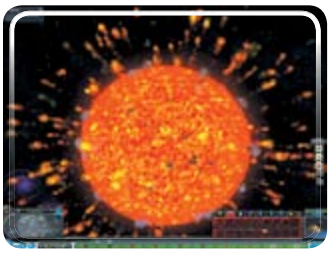
## Theft

Just because an empire is allied with you doesn't mean that it's okay for you to swipe rare items or terraforming tools from their colonized planets with your Abduction Beam. Even if you see yellow rays emitted from the planet, think twice before swooping in to recover the goods that they indicate. Obtaining a valuable rare item might not be worth it if you wind up having to hand over a large bribe to repair your relationship with the empire you took it from. And stealing crates of spice from their colonies is a definite no-no that will have even more significant repercussions on your diplomatic relationship.



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### Break the Galactic Code



The Galactic Code is a universal set of laws that all civilized spacefaring races are expected to adhere to. The most egregious violation of the code is to use a tool or weapon that instantly destroys or conquers an entire planet, such as Planet Buster, Gravitation Wave, or Fanatical Frenzy. If you employ one of these within 20 parsecs of another empire, you will immediately suffer severe relationship penalties and should probably expect declarations of war to start flooding the subspace transmission lines.

### Ally with the Grox

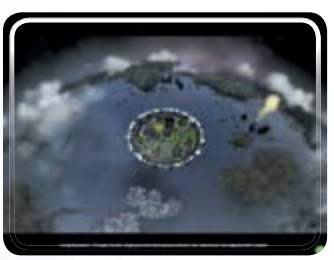
The Grox are a sentient race of anti-life artificial intelligence. They occupy hundreds—maybe thousands—of worlds near the center of the galaxy. They are incredibly aggressive and do not hesitate to conquer and destroy other empires as soon as they encounter them. Becoming allies with the Grox is not easy, but if you do it, every other empire in the entire galaxy will turn on you, and most of them will declare war on you. For more information on the Grox, see *The Grox* section of this chapter.

## War

If the relationship between you and another empire degrades significantly, a declaration of war inevitably follows. Once an empire declares war on you (or vice versa), any existing trade routes or alliances with that empire are immediately disbanded.

Warring empires will try to capture or destroy your colonies, starting with the ones that are closest to their territory. Destroyed colonies must be rebuilt, and if all of your colonies in a star system are destroyed, your adversaries can drop Colony Incredi-Paks of their own and seize control. Captured colonies must be recaptured by you, or destroyed and rebuilt.

## Conquering Systems



Conquering a colony in the Space Stage is like conquering a city in Civilization Stage. Your first step is to reduce the happiness of the colony by destroying its entertainment buildings or the houses linked to them. Once the will of the colonists has been broken, attack the city hall to fill a conquest bar. Once it's completely full, the city hall runs a white flag up and surrenders.

If you cause every colony on the planet to surrender, you can click the *Conquer Planet* button that appears at the top of the screen to instantly assume control of the colonies.

**NOTE** You inherit conquered colonies in the exact state that you reduced them to, so try to inflict as little damage as possible. Entertainment buildings are relatively cheap to replace, but replacing all eight turrets and a half dozen houses can get a little spendy.

**TIP** Capturing enemy homeworlds should be a top priority. Capturing an empire's homeworld doesn't immediately bring the empire to its knees, but only homeworlds can support more than three colonies or cities on a single planet, which makes a captured homeworld an excellent source of spice if you can take most or all of its cities intact. The Fanatical Frenzy power possessed by Zealots is the fastest way to do it, but nearby empires will take a dim view of its use.

### Terraforming as a Weapon



**The *Terraforming* section of this chapter discusses using planet sculpting tools as weapons against individual cities, but there's an even more cold-blooded way to use terraforming tools to crush an empire's colonies. Instead of burying individual cities, use atmospheric tools to change the climate of the planet to make it an uninhabitable TO. Every species of plant and animal immediately becomes extinct, and every colony except one is immediately destroyed. The remaining colony is unable to harvest spice or mount any defense against attack.**

**Destroy that one remaining colony with conventional weapons, and then use your atmospheric tools to restore the planet's TerraScore. Fill out the Food Web with plants and animals, and settle the planet with Colony Incredi-Paks of your own. It's a fairly expensive way to conquer a planet, but it gets the job done.**



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# Ending War

War ends in one of two ways: when one side is completely wiped out, or when one side bribes the other.

## Fighting to the Bitter End

If you continue attacking enemy colonies and conquering or destroying them, eventually your adversary will have nowhere left to call home. Taking control of all of their colonies or obliterating them entirely ends the war. Of course, if you've bitten off more than you can chew, you might wind up seeing your own colonies eradicated one by one, in which case you should probably pursue the next option while you still have a chance.

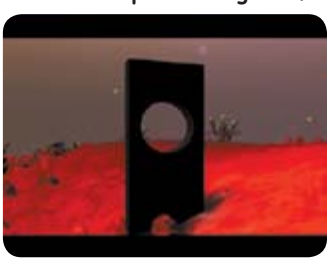
## Paying Protection Money

Warring empires will periodically send demands for Sporebucks. If you accept them and pay their ransom, your relationship improves to the point where a truce can be declared. Of course, you're still not on good terms with the empire you just paid off, so be ready for hostilities to renew again unless you take steps to improve your relationship.

You don't have to wait for their demands either. Even during the middle of a war, diplomatic channels remain open. You can travel to one of their star systems and open up communications. Offer them a sizable gift of Sporebucks, and you might convince them to stop shooting at you.

### Evolving Empires

**There is another way to form alliances with empires that has not been discussed yet: You can help a race of creatures evolve to a spacefaring race, in effect creating a new empire.**



**The key to evolving a species is to plant a Monolith on a planet that is inhabited by a race in the Tribal or Civilization Stage of evolution. Over time, the Monolith will cause that race to discover the mysteries of space travel and form their own galactic empire.**

**When you make contact with this newly enlightened civilization, you receive a whopping +50 bonus to your relationship with them, because you were the empire that helped them recognize their true potential. This is a relatively inexpensive way to create strong alliances throughout the galaxy.**

# archetype



Depending on the choices you made during the four previous stages, you begin the Space Stage with one of 10 different archetypes. Your archetype determines the type of superweapon you have access to during Space Stage, and it also influences the reaction of other empires to you. Empires of the same or similar archetypes tend to establish more positive relationships with each other, while empires whose archetypes are far apart from each other on the archetype matrix (see diagram) have a hard time getting along.

To view your archetype, click the *History* button in the lower right corner of the screen. This brings up a timeline showing your progress through Space Stage (and all previous stages, if you go back far enough). Your archetype appears at the top of the screen, along with the results of your previous stages of evolution that determined your current archetype.

## Determining Archetype




The three points of the archetype matrix represent the three colors of your possible fates in previous stages.

**Stage Outcomes by Color**

| Color | Cell | Creature | Tribal | Civilization |
|---|---|---|---|---|
| Green | Herbivore | Social | Friendly | Religious |
| Red | Carnivore | Predator | Aggressive | Military |
| Blue | Omnivore | Adaptable | Industrious | Economic |

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The decisions that you make during the course of the Space Stage can generally be sorted into one of three categories:

**Warrior:** Pretty self-explanatory. Any time that you kill, destroy, or blow something up, you're taking a Warrior action.

**Trader:** Whenever you buy something, sell something, collect rare items, or open a trading route, you're behaving like a Trader.

**Shaman:** Actions that involve creating or changing a plant, creature, or planetary surface fit into the Shaman category.

To determine your archetype, start in the gray circle in the middle of the archetype matrix (Wanderer) and move one space toward the red, green, or blue points of the triangle as determined by the outcome of the stages you played through. To change your personality to one represented on the sides of the triangle, pursue actions that fit into the categories of both points of that side of the triangle. For instance, if you want to become a Diplomat, engage in a lot of wheeling and dealing (Trader actions) and terraform and create as much as possible (Shaman actions).

**Example 1:** Say you completed Cell Stage as a Carnivore, Creature Stage as a Predator, Tribal Stage as Aggressive, and Civilization Stage as Military. All of those are "red" outcomes, so you would move four steps toward the red point of the matrix, clearly defining you as a Warrior archetype.

**Example 2:** If you finished Cell Stage as an Herbivore, Creature Stage as a Predator, Tribal Stage as Friendly, and Civilization Stage as Economic, you would move one step toward the green point (Ecologist), one step toward the red point (Zealot), another step toward the green point (still Zealot), and your final step toward the blue point, establishing you as an Ecologist.

**Example 3:** If you skipped the first two stages and then completed Tribal Stage as Industrious and Civilization Stage as Military, you would not move anywhere for the first two steps (because you didn't play the first two stages), and then would take one step toward the blue point (Bard) and one step toward the red point, winding up as a Scientist.

**Example 4:** If you did not play any of the first four stages and jumped immediately into the Space Stage, you would remain in the neutral Wanderer space, and that would be your archetype.

# Changing Archetype

Your archetype is not set in stone and can change over the course of your progress through Space Stage, but it's not an easy thing to do. First, you have to ally yourself with an empire that has the same archetype as the one you want to convert to, and the empire must control at least nine star systems.

Next, travel to any of their colonies, open communications, and click the *Missions* button. You should see an option to undertake a mission that would change your empire's archetype to theirs. Accept it, perform the mission, and return to the colony that gave it to you to complete your personality change.

# Missions Offered

The archetype of the empire that you request missions from affects the type of mission that they will offer. In all, there are 17 types of missions available, including adventures.

## Fetch an Artifact

Recover a single item (usually a rare item) from a planet's surface with your Abduction Beam and return to the mission giver with the item in your cargo hold. You can also refuse to return to the mission giver and keep the item for yourself, but this angers the empire that gave you the mission.

## Eradicate Animals

Sick animals on a planet threaten to infect the rest of the species. Destroy the infected animals within a time limit to save the planet's ecosystem. Infected animals are marked by a yellow cloud around them, and your radar points to the nearest one. Try to destroy as few healthy animals as possible to avoid angering the empire that has colonized the planet.

## Eradicate Citizens

A colony's citizens are sick or insane and threaten the rest of the populace. Euthanize them to preserve the colony. To avoid angering the colony whose citizens you have been assigned to dispatch, pick off the infected with precise laser fire, and use a Happy Ray tool to restore the happiness of the colony. If the colonists become angry with you, they may start to fire upon you.

## War

The empire declares war upon your empire.

## Sample Collection

Use your Abduction Beam to collect samples of a planet's flora and fauna and bring them back to the mission giver. This might involve collecting samples of every species of plant, or one specific animal, or have other conditions attached to it, so be sure to pay close attention to the stipulations of the mission.

## Terraform

Terraform a planet with planetary atmospheric tools and make it habitable for plants and animals. Remember that stabilizing the ecosystem with plants is an integral part of terraforming.



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### Multi Delivery

Deliver a number of objects to several different planets using your Abduction Beam to safely retrieve and drop them off. Refer back to the mission instructions to keep your delivery route straight.

### Fetch a Commodity

The mission giver is in need of a specific commodity. Find it and bring it back to them. This is usually a specific color of spice, which you might already have in your cargo hold. If that's the case, speak to the mission giver again immediately after accepting the mission to see if they will accept your goods and consider the mission completed.

### Destroy All Turrets

Eradicate all turrets on all colonies on a specific planet with any weapons you have. Make every effort to avoid harming civilians or other structures, unless specifically ordered to do so.

### Fetch a Plant

Pick up a specific species of plant from a planet with your Abduction Beam and bring it back to the mission giver. Use your Scan tool to make sure that you have the right species. If you have a difficult time finding the precise species, click on the dots in the planet's Food Web to find and scan every species of plant, and pull up a sample of the one you were instructed to find.

### Fetch an Animal

Use your Abduction Beam to pick up a specific animal type from a planet and bring it back to the mission giver. Again, use your Scan tool and the dots of the Food Web to pinpoint the locations of the various species of animals on the planet and find the right one.

### Balance Ecosystem

Fill out a planet's Food Web with plants and animals to balance its ecosystem. Make sure to pick up the required number of species of small, medium, and large plants, as well as herbivores and carnivores (or omnivores), before heading to the planet.

### Fetch a Tribe Member

Go to the specified tribal planet, pick up a member of a tribe with your Abduction Beam, and bring it back to the mission giver. Use the Tribal Hut icons on your minimap to locate the planet's tribes, and then abduct a member of the specific tribe you were ordered to retrieve.

### Fetch a Civilization's Citizen

Use your Abduction Beam to transfer a citizen from a civilization into your cargo hold, and then return to the mission giver and drop it off in one of their cities. Again, you can use the minimap to find the planet's cities, which will be teeming with abductable citizens. Watch out for turret fire!

### Fetch an Empire's Citizen

Abduct a citizen of another empire with your Abduction Beam and bring the abductee to the mission giver's city. This may worsen your relationship with that citizen's empire and could lead to war.

### Scan and Abduct

Use your Scan tool to examine the plants and animals of a planet and add them to the Sporepedia. Once that's done, use your Abduction Beam to bring samples of them back to the mission giver.

### Adventure

Complete a planetary adventure for another empire to improve relations, earn Sporebucks, and increase your captain's experience through the accumulation of Spore Points. Tasks required by adventure missions vary wildly based on the archetype of the empire assigning them. Warring empires are more likely to assign combat-based adventures while peaceful empires assign social or diplomatic-style adventures.

## Archetype Descriptions

The following section details the specific attributes of each archetype. Details about the Grox can be found in *The Grox* section of this chapter.



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# Bard

Bards are happy-go-lucky explorers with a social bent. They are constantly in search of something new, whether that be a new empire, a unique planet, or a collection of rare items. They tend to avoid conflict whenever possible.

## Superweapon: Soothing Song

Soothing Song immediately calms down empires that are at war with you and declares a temporary cease-fire for the duration of the song, which is actually quite long. The only thing that can shatter this peace is if you instigate an attack, which immediately renews hostilities. For that reason, you should disable your Auto-Turret, if your spaceship is equipped with one. Otherwise, it will automatically shoot at hostiles and resume the conflict, wasting the Soothing Song.

## Becoming a Bard

To become a Bard after the start of Space Stage, you must pay the mission giver 10,000,000 Spore bucks and find 25 rare items scattered throughout the galaxy. Terraforming tools found on the surface of planets do not count toward this total.

# Diplomat

Diplomats abhor violence and see any outbreak of it as their own personal failure, whether they are involved in it or not. The fact that they couldn't help to negotiate a peaceful solution is a great disappointment to them. Diplomats do not believe that any problem is too big or too serious to be solved through mediation.

## Superweapon: Static Cling

Static Cling instantly and temporarily paralyzes all buildings and vehicles on a planet, effectively rendering it defenseless (although Diplomats would prefer to describe it as incapable of committing violence). Use this opportunity to flee, steal objects from the planet and its colonies, or destroy the planet's defenses.

## Becoming a Diplomat

Diplomats are always eager to convert other empires to their way of thinking, so their personality change mission is one of the easiest ones to complete. Simply pay the Diplomat empire 5,000,000 Spore bucks and form five new alliances in addition to any you might already have.

# Ecologist

Ecologists believe in preserving the natural order of things and seek to maintain a balance in nature. Life is precious and must be protected at all costs. Those who jeopardize the lives of other living creatures, sentient or not, do not stay on an Ecologist empire's good side for long. They're basically space hippies.

## Superweapon: Safari Vacuum

The Safari Vacuum instantly plucks two of each species of plant and animal from a planet and deposits them in your cargo hold, provided that you have the space. It's a fast and painless way to pick up all of the species you need to balance out a newly terraformed planet's ecosystem.

## Becoming an Ecologist

The mission you must undertake to change your archetype to Ecologist requires you to pay 10,000,000 Spore bucks and complete 50 ecosystems by terraforming them to T1 or T2 and completing their Food Webs. You do not have to colonize the planets, just terraform them and stabilize them so that they are more habitable than they were when you found them.

# Knight

Knights are principled warriors who use their might for right. They defend the defenseless and help the helpless while bringing a sense of order and discipline to the galaxy.

## Superweapon: Mini-U

Using Mini-U summons a miniature version of your spaceship to fly along beside you as part of your fleet. This "squire ship" behaves like a fleet ship and will attack hostile units on sight. It lasts for a limited time, but if it survives to the end of its duration, you will find that the ability has fully recharged, so you can summon another one immediately.



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### Becoming a Knight

You cannot become a Knight in Space Stage, because you will never encounter an AI-controlled empire with the Knight archetype. Even if you have a saved empire with the Knight archetype, it will show up as a Warrior if you encounter it in another game. The only way to play as a Knight empire is to begin Space Stage as a Knight empire, which requires two red stage outcomes, one green one, and one blue one.

**NOTE** The Knight archetype and superweapon are not reflected in new captain parts available through *Galactic Adventures*.

## Scientist

Scientists believe in the pursuit of knowledge for its own sake, and nothing excites them more than an unsolved riddle. They might not be the most social of empires, but they are usually working for the betterment of all galactic races—or dreaming up new ways to vaporize planets.

### Superweapon: Gravitation Wave

The Gravitation Wave instantly destroys all buildings on a planet, leaving its ecology intact and ready for recolonization. Using this ability near other empires instantly turns them against you, as it is a violation of the Galactic Code. It also takes a long time to recharge.

### Becoming a Scientist

The mission that changes your archetype to Scientist requires a 5,000,000 Sporebuck payment and the discovery of 20 new black holes or proto-planetary discs. The latter are much rarer than the former, but if you have an advanced Interstellar Drive, you should be able to zip around the galaxy and find enough of them quickly.

## Shaman

Shamans believe in a connection between all things and dedicate themselves to exploring and preserving these connections. Those who would deny or disrupt this universal connection will quickly find themselves on the wrong side of a Shaman empire.

### Superweapon: Return Ticket

Use this ability anywhere in the galaxy to immediately return to your home system. It's especially valuable for when your explorations have gone awry, you're short of supplies, and hostile forces threaten to overwhelm you. With a single click, you can return to safety and recharge and repair your spaceship. It's also a fast way to get back to your homeworld should it come under attack.

### Becoming a Shaman

The process of converting to a Shaman isn't difficult, but it takes a while. After an initial outlay of 2,500,000 Sporebucks, you must then use planet sculpting and planet coloring tools on 150 different planets, which will keep you busy for a long time. Remember not to use them on colonized planets, unless you're willing to risk the displeasure of the empire that has colonized them.

## Trader

Traders believe that the quickest route to happiness is by establishing beneficial relationships through trade, and that happiness should be the ultimate goal of all civilized beings. Ethical traders try to ensure that both sides of the deal come out of it better than they entered into it, while greedy ones won't hesitate to drive the hard bargain and get the best deal that they can.

### Superweapon: Cash Infusion

Once you establish a robust spice trading operation, Cash Infusion will help to peacefully expand your empire at a tremendous rate of speed. Cash Infusion instantly fills the purchase bar of any system that you have a trade route with, which means that you can make an offer on a system immediately after establishing the trade route. You still have to buy the system, but you don't have to wait.

### Becoming a Trader

Unsurprisingly, the mission you must undertake to become a Trader requires a great deal of trade. After paying 2,500,000 Sporebucks, you must sell 5,000 items, the vast majority of which will have to be units of spice. Although it takes a long time and can be a bit of a pain to accomplish, it does force you to expand and perfect your spice-trading operation, which will serve you well once you have the Cash Infusion superweapon.

## Wanderer

A Wanderer empire is one that has no particular philosophy, no long-term goals, and no clear trait or definition. It is more of a lack of archetype than an actual archetype.



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### Superweapon: None

Wanderers are the only archetype that has no superweapons of its own.

### Becoming a Wanderer

The only way to become a Wanderer is to skip the first four stages of the game and start immediately at Space Stage. You cannot become a Wanderer if you start Space Stage as any other archetype.

## Warrior

Warrior empires live by the unshakable belief that might makes right, and they expand their empires by conquest. That doesn't mean that a Warrior empire is necessarily an unprincipled bully, but it does mean that they're unwilling to tolerate disrespect or duplicity from other empires.

### Superweapon: Raider Rally

The Raider Rally superweapon summons a horde of pirates to attack a planet. While pirates are not exactly the most formidable of enemies, they can be used as a distraction while you steal an item or attack a colony or city.

### Becoming a Warrior

To become a Warrior, you must prove yourself to be a worthy conqueror. After paying 2,500,000 Spore bucks at the acceptance of the mission, you then have to conquer 20 colonized planets to earn the right to call yourself a Warrior.

## Zealot

Zealots are fanatical believers in their faith and will stop at nothing to convert nonbelievers to their way of thinking. And if they can't convert them, well, it's better to not exist at all than to exist in an unenlightened state. They are as aggressive as Warriors and will not leave you alone until they're convinced you're on their side. Make allies of them if you don't want to constantly have to refuse or give in to their demands for tribute.

### Superweapon: Fanatical Frenzy

Fanatical Frenzy instantly converts every colony on a planet, allowing you to immediately capture it without firing a shot. It's invaluable for capturing enemy homeworlds with all cities intact.

However, there are two serious drawbacks: First, using it violates the Galactic Code, which means that all other empires within 50 parsecs will immediately post a massive penalty to your relationship with them, which could lead to declarations of war. Second, the power takes a very long time to recharge, which makes it impossible to use it to convert those newly angry empires.

### Becoming a Zealot

The mission to change your archetype to Zealot requires you to pay 5,000,000 Spore bucks and colonize 15 new planets. Adding additional colonies to planets that you already own will not count toward this total.

# combat

No matter how peaceful an empire you resolve to be, combat is unavoidable. That means you'd better be ready to defend yourself at the very least, and be able to push back against empires sizing up your colonies for conquest. If you're a more aggressive empire, you can use combat as a way to expand your own empire and unite the galaxy under your rule.

## Weapons

You won't last long in combat without having some potent weapons and some skill with them. When you first start Space Stage, you start out with the Mini-Laser and Minor Proton Missile. These low-powered weapons are good for zapping infected creatures and downing weak pirate spacecraft, but not much else.

Most weapons are purchased from your own homeworld or colonies, or the colonies of empires who are not hostile to your empire. As with all tools, you must earn certain badges to unlock weapons for purchase and have enough Spore bucks to afford them once they're available. Your own colonies will always have every available weapon for sale at high prices, while other empires have a limited but cheaper selection.

**NOTE** Many weapons are upgrades to previous weapons in the same category. For example, Mini Bomb, Justa Bomb, and Mega Bomb are three different levels of the same weapon. Once you purchase a higher-powered weapon, it replaces the weaker version of itself in your inventory. You cannot go back and purchase weaker versions of weapons once you've purchased their more powerful versions.



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Once purchased, weapons appear in the Weapons tab of your item inventory. Click a weapon's icon to select it, and then click where you want to use it to fire it. Most weapons consume energy from your spaceship's batteries when fired, so if you're out of energy, you can't use those weapons.

## Weapon Types

There are more than two dozen weapons that you can acquire in Space Stage, but most of them fall into one of five categories: laser, pulse, bomb, missile, or auto blaster.

### Laser



Lasers are precision weapons designed for use against ground targets, although they can also be used against enemy ships as long as you are at a higher altitude than the target. Click and hold on the target to fire a continuous blast of energy at it. Release the button to stop firing. Lasers consume energy at a steady rate, and the most powerful versions can drain your ship's reserves quickly.

**Variations:** Mini Laser, Laser, Mega Laser

### Pulse



Pulse weapons fire a burst of energy in a straight line, and they're intended for use against ground targets. Because they fire in a pulse and not a steady stream, they tend to consume less energy than lasers of comparable power.

**Variations:** Mini Pulse, Pulse, Mega Pulse

### Bomb



Bombs are high-yield explosives dropped from your spaceship onto ground targets. They tend to be more inaccurate than any other weapon type, but the damage that they inflict upon buildings and ground vehicles is significant, especially considering that they don't eat up your spaceship's energy the way lasers and pulse weapons do. Bombs are best used against colonies that you'd rather destroy than capture, because it's hard to target specific buildings precisely.

**Variations:** Mini Bomb, Justa Bomb, Mega Bomb, Anti-Matter Bomb

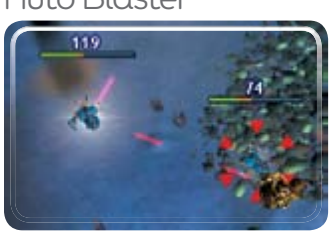
### Missile



Missiles are air-to-air weapons designed specifically for use against other spaceships and air vehicles. All missiles home in on their targets and detonate upon impact. Like bombs, they are energy-efficient weapons that will not leave you out of energy during combat.

**Variations:** Minor Proton Missile, Proton Missile, Mega Proton Missile, Anti-Matter Missile

### Auto Blaster




Auto blasters can be turned off or on once purchased. Unlike with other weapons, you don't need to select them and aim them at a target. As the name implies, auto blasters automatically fire upon any hostile vehicle or turret that fires upon you first. If you don't want them to open fire on your attackers (because you're traveling to the star system to try to make peace, for example), be sure to turn them off.

**Variations:** Mini Auto Blaster, Auto Blaster, Mega Auto Blaster



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# Health and Damage



The goal of combat is to reduce the health (green bars) of all attacking enemy vehicles and turrets to zero before they do the same to your spaceship's health. When a vehicle or turret's health reaches zero, it is destroyed.

**NOTE** Some enemy spaceships drop treasure when they are destroyed. If your radar is turned on, it will point you to the treasure. Use the Abduction Beam to pick it up. Once the treasure reaches your ship, it is added automatically to your Sporebuck total and does not occupy any space in your cargo hold.

If your spaceship is destroyed, you respawn at the last one of your colonies that you visited. Thanks to the miracle of advanced cloning technology, you wind up in command of the exact same type of spaceship, with exact duplicates of all weapons, tools, and cargo that you previously had.

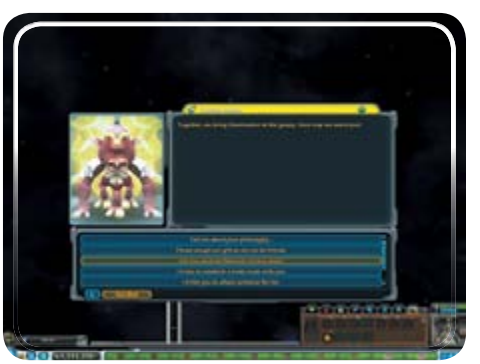
# Your Fleet



At regular intervals during Space Stage, you can add additional spaceships to your fleet, similar to how you assemble a pack in Creature Stage. As with forming a pack, you can only add one additional wingman to your fleet at first, but as you progress through Space Stage, you can add more ships, up to a maximum of four. You can only add as many ships as you have free fleet spots.

Unlike when forming a pack, however, you cannot add your own ships to your fleet. You can only add spaceships from allied empires to your fleet, and each ship must be from a different empire. With the addition of *Galactic Adventures*, you can now select crew members from ships in your fleet to help your captain perform planetary adventures.

To add a ship to your fleet, visit an empire that you have formed an alliance with. The empire must not already have a ship in your fleet. Open communications with them and use the Diplomacy screen to request that they add a ship to your fleet. Allied empires will never refuse this request. Having an empire's ship in your fleet improves your relationship with that empire.



**TIP** Warrior empires' spaceships make the best wingmen. Zealots and Scientists are good. Bards, Ecologists, Traders, Diplomats, and Shamans tend to be less effective, because they are not combat-focused cultures.

If an allied fleet ship is destroyed in combat, you suffer a very small penalty to your relationship with the empire, but this is almost never enough of a justification for them to dissolve your alliance. To replace the ship, you must return to the empire that it originally came from and request another one.

**NOTE** Use the AOE Repair tool to repair your allied ships during combat. When you have a fleet of ships, choosing to repair or recharge at a colony also repairs and recharges all of your fleet ships as well.

**CAUTION** If your spaceship is destroyed in combat, you lose your entire fleet and must rebuild it by visiting allied empires and requesting ships from them.



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# treasure hunting





If you're the eager explorer sort, you might find that treasure hunting is a good way to supplement your income while searching out new life and new civilizations. When you enter a star system, look for planets that emit yellow signal rays. These rays indicate that there's a valuable object on the planet's surface.

If your radar is turned on, it will point toward the object of interest. The object is always either a rare item from one of 13 collections or a planet sculpting or coloring tool that can be used to change the appearance of a planet. Follow your radar to the object and use your Abduction Beam to transfer it to your cargo hold.

**CAUTION** Sometimes a planet that emits yellow rays doesn't have an object on its surface at all! Devious pirates have learned to duplicate the object signal to lure treasure hunters to their doom, so always be prepared for a fight before you fly down to a planetary surface. You can also use the Hologram Scout tool to examine a planet without putting your actual ship at risk.

## Storing Items

You must have a free spot in your cargo hold before you can transfer a rare item to it (planetary sculpting and coloring tools appear on their own respective tabs in your inventory). If you try to keep every rare item that you find in your cargo hold, you will run out of room quickly, even with expanded cargo holds.

For that reason, designate a planet as a storage planet and transfer rare items to its surface for safekeeping. You don't need to worry about pirates or rival empires stealing them—they won't—but you do need to maintain control of that planet so that you don't have to fight through hostile forces to return and pick them up. Your homeworld makes an excellent storage planet.

## Selling Items

Individually, rare items are worth beaucoup Spore bucks to interested buyers. All rare items have a flat value that does not change depending on the empire that you try to sell them to. And while 45,000 Spore bucks for a Scroll of Faith might seem like a good deal, consider that collecting and selling all 10 Scrolls of Faith nets you 4,500,000 Spore bucks, or 10 times the sum of their individual values!

Unless you have absolutely no interest in collecting rare items and just want to cash in and free up space in your cargo hold, you should always hold off on selling any rare items until you have the complete collection of all 10 items in your cargo hold, and then sell them all at once. For a complete list of all 13 collections and the 10 rare items in each, see the *Rare Items* appendix.

### Galactic Objects and Storybook Planets

**Two other "collections" of note are slightly different from rare item collections. The first is a collection of galactic objects, such as the galactic core (center of the universe), a black hole, or a binary star system (two stars in the same system). Simply visiting these is enough to consider them "collected."**

**The other unconventional collection is a collection of "storybook planets," which are exotic and unusual planets that look as if they came straight out of a fairy tale, like a Gears-n-Cogs planet, or a Marshmallow planet. As with the galactic objects, visiting these planets "collects" them. They're placed randomly throughout the galaxy, so the only way to come across them is by accident.**

**A list of all galactic objects and storybook planets appears in the *Rare Items* appendix.**

# making money

Money doesn't just make the world go 'round, it makes the entire *galaxy* go 'round! Here is a comprehensive list of all of the best ways to earn Spore bucks in Space Stage so that you can afford all the weapons and tools you've got your heart set on.



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# Spice Trading

Spice trading is by far the fastest way to earn Sporebucks, once you've got a good spice trading network set up. Follow these guidelines to maximize your spice trading potential:

- Terraform and colonize planets that produce a variety of spice colors. Although green, blue, and purple are the most valuable colors, you can only hold 99 of each color in your cargo hull. Also, colonies won't pay much for colors of spice that they already produce. You're better off harvesting and trading all six colors, so that you can store up to 594 units of spice and maintain a diverse network of buyers and producers.
- Boost production in each of your colonies by placing a number of factories in them and linking them to houses to increase their effectiveness. Make sure that your colonies each have a positive happiness rating so that they can't be instantly conquered, but once that's achieved, invest heavily in factories to speed up the rate of spice harvesting.
- Visit each of your colonies regularly to pick up the spice that they've harvested and keep them from idling once they reach their storage limit. Remember—each colony can store only five units of spice at a time, and if they reach that limit, they shut production down until you take it off their hands.
- If you find that your colonies' spice storage is constantly maxed out no matter how regularly you visit them, drop a Spice Storage item on the overproducing colony planets to double spice storage and increase productivity.
- Your colonies' spice-buying prices fluctuate wildly, so the best method for trading spice effectively is to stop by each colonized planet to pick up the spice they've produced since your last visit. While you're there, open communications and see what they're offering for the spice that you've got in your cargo hold. If they're willing to pay a five-figure sum per unit for any of the spice you've got, go ahead and sell it. If not, move on to the next colony.
- It's more important to keep your spice collecting going smoothly than it is to get the absolute best price for your spice. If you aren't visiting colonies often enough to keep them from idling when they hit their storage limit, or if you aren't selling spice fast enough to clear out space in your cargo hold for more spice, you're wasting time. And time is money!

# Completing Missions

Every mission that you complete for another empire earns you a sizable Sporebuck reward when you return to the mission-giving empire after completing it. This isn't the fastest way to earn Sporebucks, but it does have a couple of additional benefits.

First, completing missions for an empire improves diplomatic relations with that empire. Even if you're not planning on forming a long-term alliance with them, maintaining a positive relationship prevents declarations of war that distract you from your other goals and drain your resources.

Also, completing missions helps you earn badges, which in turn unlock new spaceship tools, weapons, and parts. Empires rise or fall according to the technology at their disposal and how well they utilize it, so it's in your best interest to have as many options as possible.

# Combat

Whether you're defending your colonies and allies or you're preemptively attacking other empires, combat can be a real money maker if you're good at it. Make sure that your radar is always turned on so that it alerts you to any treasure dropped by destroyed hostiles. Use your Abduction Beam to pick it up and instantly add it to your coffers.

## Piracy



Truly antisocial empires can attack their rivals and steal spice crates from their colonies with the Abduction Beam. This isn't the fastest way to earn a living, but if you've already destroyed everything on the planet that's capable of attacking you, you might as well lift their spice before capturing or destroying their colonies.

# Collections

As mentioned above, you can visit planets that emit yellow signal rays to find valuable rare items on the planetary surface. Collecting all 10 items in a collection allows you to sell them as a set for 10 times the sum of the items' individual values.

This is a slow way to earn Sporebucks, so it's more of a side project than a career choice. If you happen to be in a star system that has a planet transmitting yellow signal rays, it's worth a quick look. You might get lucky and find a rare item worth tens of thousands of Sporebucks, which ain't bad for a 45-second detour.

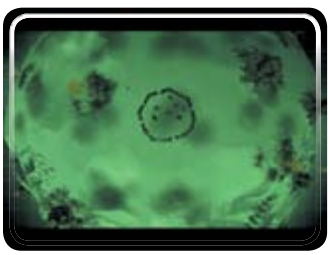
Of course, you might also run into a pirate ambush, but even that has a financial upside: Overwhelm the pirates quickly, and you just might wind up picking up some treasure from the obliterated husks of their vessels.



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# the grox

The Grox are a warlike empire of inorganic artificial intelligences that occupy hundreds—if not thousands—of worlds in the center of the galaxy. You receive a mysterious warning about them at the start of Space Stage, and if you expand your empire far enough or try to make a run for the galactic core, you'll encounter them whether you want to or not.



Grox colonies are situated on TO planets. Being inorganic, they have no need of an ecosystem to support their colonies (and in fact, planets with TerraScores of T1 or higher are uninhabitable for them). Their spaceships are incredibly durable and armed with powerful weapons that they do not hesitate to employ at the slightest provocation—or with no provocation at all.

There are three ways to deal with the Grox. You can attempt to ally with them, you can take them on and try to crush them, or you can do everything in your power to avoid them. Each strategy has its own unique challenges, advantages, and consequences.

## Ally with the Grox

Making allies of the Grox is not easy. Everything you can do to positively affect your relationship with another empire has less of an effect on the Grox. To further complicate matters, anything that would normally worsen your relationship with another empire has devastating consequences on your relationship with the Grox. They are an extremely unforgiving empire, and you cannot approach them on any terms except their own.

**NOTE** The Grox are so touchy that if you do anything to jeopardize your relationship with them, you will never be able to be allies with them. You must precisely follow every step of the process of making an alliance with them. If you make any mistakes, immediately quit your game without saving and start from your most recent saved game.

**CAUTION** Because the Grox are so hated and feared, allying with them is considered the ultimate betrayal by every single other empire in the galaxy. Making allies of the Grox isn't easy, but surviving once you do isn't exactly a piece of cake either.

### Establishing a Neutral Relationship



When you first encounter the Grox, they will be hostile toward you, as they are to every other empire in the galaxy. The first thing you need to do is establish a neutral relationship with them. Follow these steps to do so:

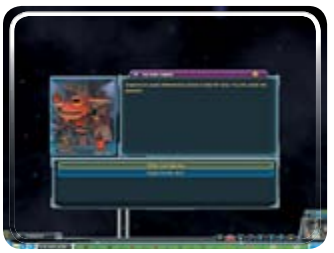
1. Disable your auto blaster, if you have one, and dismiss all ships in your fleet. This will keep you from accidentally firing on the Grox and immediately disqualifying you from ever forming an alliance with them.
2. Travel to a Grox colony world and open a diplomatic channel with them. Be ready with Health Mega-Packs, because they will not stop attacking you until you establish a friendly relationship.
3. Offer them 500,000 Sporebucks' worth of gifts to improve your relationship with them slightly (+10).
4. Drop an Embassy on the Grox colony world for another slight improvement in your relationship (+10).
5. Use the Super Happy Ray on their colony to boost your relationship as much as possible (+30 is the most good it will do). This requires more energy than even a full Extreme Energy Storage can provide, so be sure you have Energy Mega-Packs at the ready.
6. Destroy eight neutral planets near the Grox with the Planet Buster, or use the Gravitation Wave super-weapon on eight non-Grox worlds, or instantly convert eight non-Grox colony worlds with Fanatical Frenzy, or any combination of these Galactic Code–violating actions. Each improves your relationship with the Grox by +7, to a maximum of +50.

This should be enough to get you into a neutral relationship with the Grox, which should convince them to stop attacking you. Now it's time to move toward forming an alliance.



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## Forming an Alliance



Once you are in a neutral relationship with the Grox, they will offer you missions. You earn a +5 bonus to your relationship with them just for accepting a mission in the first place. You can earn up to a +50 relationship bonus by successfully completing missions for them.

Be warned, however: Completing these missions will make you more popular with the Grox, but much less popular with other empires. Most Grox missions involve abducting other empires' citizens, destroying civilizations, stealing rare items, or eradicating colonies.

**CAUTION** If a Grox mission requires you to recover an item from a Grox colony world, quit the game immediately and restart, because there's no way you can complete that mission without angering the Grox and destroying any hope of an alliance. Completing the mission requires you to steal an item from a Grox world, which is a no-no (even though they specifically asked you to), and failing to complete the mission is also a faux pas.

When you have earned the maximum +55 relationship bonus for accepting and completing missions for the Grox, you should be able to get them to agree to establish trade routes. Set up all three of your potential trade routes with Grox colonies for a relationship bonus of +25. This should be just enough to get them to accept your offer of an alliance.

## Consequences of Grox Alliance

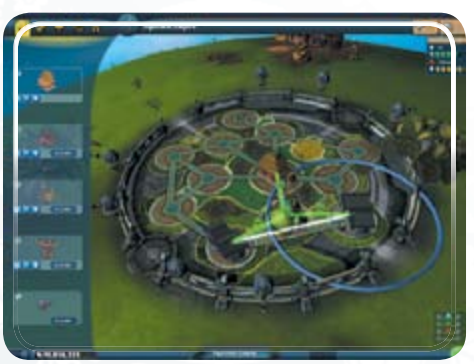
As soon as you form an alliance with the Grox, every other known empire in the entire galaxy considers your empire to be the greatest traitor to organic life in recorded history. You suffer an immediate -200 penalty to all relationships with non-Grox empires, including empires you haven't made contact with yet.

This severe relationship penalty is almost certain to lead to declarations of war from every other empire, so before you take that final step toward allying with the Grox, be sure that every single one of your colonies is fortified with the maximum number of turrets, as well as an Uber Turret to defend the entire planet.

It is possible to slowly repair your relationship with some empires, especially ones that you had a very strong relationship with prior to your alliance with the Grox. However, as long as you are allied with the Grox, every new empire you meet will greet you with that -200 relationship penalty, so don't expect to make many new friends.

# Fight the Grox

The Grox control what seems like an infinite number of star systems, but even they have their limits. It is possible to completely defeat them and eradicate any trace of their empire from the galaxy, but it's even harder than allying with them.



Start by establishing a well-fortified colony near the Grox empire. Terraform the planet to T3, place three Colony Incredi-Paks, and build eight turrets in each colony. Place an Uber Turret to guard the planet, and respond quickly to any threats against this colony, because this is going to be your home base.

From there, expand slowly and methodically by conquering Grox colony worlds, destroying their bases, and terraforming the planets to establish colonies of your own. Don't colonize a planet until you can establish three fortified colonies guarded by an Uber Turret.



In fact, you can use terraforming as a weapon against the Grox. Terraforming any of their colonized worlds to a T1 or better instantly destroys all Grox colonies and allows you to settle the planet immediately. But again, don't colonize a planet until you have the resources and tools to make it a well-fortified T3 colony.

Use Happiness Boosters to increase the happiness of the colonists, and use the building spots that would normally be occupied by entertainment buildings to place more factories and increase spice production. You want to be able to generate a healthy income from spice trading without having to stray too far from the colonies nearest the Grox empire, in case you need to come to their aid.

Once you establish a few colonies, you can make slow but steady progress toward eliminating the Grox. As soon as you have enough resources to establish a strong T3 colony, go after a Grox colony, destroy it, and set up shop. The faster and more efficiently you can harvest spice, the quicker you'll be able to start pushing the Grox back—and eventually out.



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## Avoid the Grox

If you're the nonconfrontational type, avoiding the Grox might be a strategy you'd want to pursue. It's not an effective long-term strategy—if you play Space Stage long enough, you'll have to decide what to do about the Grox eventually—but it's a good way to achieve short-term objectives (like reaching the galactic core) without devoting time or resources to dealing with the Grox.

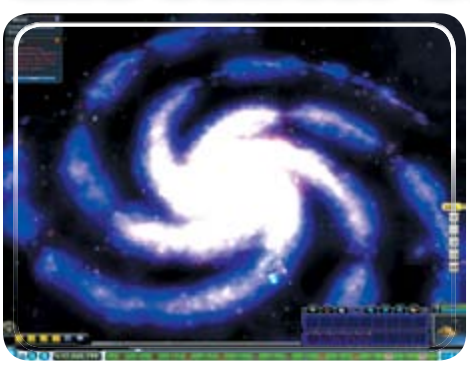
Purchase the Extreme Energy Storage, Extreme Health, and Interstellar Drive 5 upgrades, and equip yourself with multiple Health Mega Packs and Energy Mega Packs so that you can keep your ship's health high and its batteries charged. A Mega Proton Missile and Mega Auto Blaster are both essential as well.



Move quickly from one star system to the next toward your destination. If a Grox spaceship starts to pursue you, move into star system view and remain in the system until your Mega Auto Blaster destroys it. If you don't deal with Grox ships individually, you'll only increase the number of pursuers as you jump from star system to star system. Grox ships are tough in a one-on-one battle, but if you wind up with five on your tail, you're almost certainly done for.

**TIP** You can also "slingshot" from one star system to the next (even Grox star systems) and keep from having to fight the Grox at all. Before you arrive at the star system you're jumping to, click on one beyond it to propel yourself toward that one. As long as you never actually stop at a star system, no enemy ships can attack you. And if constantly staying one click ahead starts to become difficult, remember that you can always pause the game and select your next destination.

# the center of the galaxy



The primary goal of Space Stage is to earn enough badge points to complete all 10 sections of the timeline and achieve the Title of Omnipotent. But Space Stage doesn't end once you reach this milestone—you can continue playing it as long as you like. One major goal that you are strongly advised to pursue is a journey to the galactic core at the center of the galaxy.

## Preparing for the Voyage

Before you start your epic journey to the galactic core, make sure that you are at peace with all other known empires (except the Grox), either by improving your relationships with them or by eradicating their colonies. This prevents you from having to worry about your colonies being attacked while you're on the other side of the galaxy and unable to come to their aid.

You should also fortify all of your colonies with turrets and Uber Turrets, if possible. If you're at peace with every other known empire, you don't have to worry about fending off other empires' ships, but pirates are a constant threat. Fortunately, reasonably happy colonies with eight turrets should have no trouble repelling pirate raids. And even if the pirates have their way, it just costs you a bit of spice during a time when you won't be trading it anyway.

Finally, be sure to have the following equipment in your inventory, as you'll need all of it:

- Interstellar Drive 5
- Extreme Energy Storage
- Extreme Health
- Wormhole Key
- Mega Auto Blaster
- Colony Incredi-Paks (x5)
- Energy Mega Packs (x10)
- Health Mega Packs (x10)
- AOE Repairs (x10), if you are bringing a fleet with you

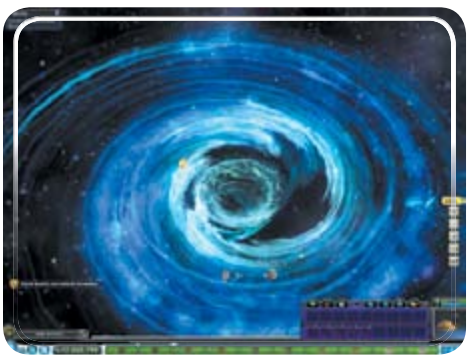


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# Beginning the Voyage

Remember that the yellow circle that surrounds your spaceship in the Starmap represents the maximum distance you can travel in a single jump, and that the arrow on it always points toward the galactic core. Use that arrow to guide you as you start your journey, moving from one star system to the next toward the center of the galaxy.

**CAUTION** It won't take long for you to encounter the Grox, if you have not already done so. They occupy hundreds of star systems around the galactic core.



As you jump from star system to star system, keep a sharp eye out for wormholes that you can travel through. The Wormhole Key that you should have purchased before beginning the journey lets you travel through them without suffering any damage. Wormholes leap you across vast distances, but there's no way to know where you'll come out until you travel through them.

If a wormhole gets you closer to the galactic core, you got lucky. If it takes you farther away, go back through the wormhole and continue jumping from system to system.

# Approaching the Galactic Core



The closer you come to the center of the galaxy, the more intense gravity becomes. Your spaceship's travel range is reduced as a result, which means you have to make smaller and smaller jumps as you draw near. If you don't have Interstellar Drive 5, your movement options between star systems will become very limited. It is all but impossible to approach the galactic core if you don't have at least Interstellar Drive 3.

Also, you should periodically establish colonies in unoccupied star systems that you travel through. These colonies serve a number of purposes: You can repair, recharge, and resupply at the colonies, which you'll be grateful for as your health and energy start to dwindle. Grox pursuers break off their attack when you enter a system that you have colonized. And you will respawn at the last one of your colonized systems if your spaceship is destroyed, which makes the colonies a checkpoint of sorts (although you should also remember to save your game after setting one up).



**NOTE** As soon as you leave one of these colonies, expect it to come under attack from the Grox (unless you have allied with them). If you have the resources, beef up the colony's defenses with turrets and an Uber Turret before you leave it, but don't go back to defend the colony. You need to continue pressing onward.

# Entering the Galactic Core

The galactic core itself behaves like a giant wormhole. When you reach it, fly directly into it to travel to the center of the galaxy. There, you will meet an enlightened...uh, "being" named Steve, who reveals the mysteries of the universe to you.

Steve rewards you for your successful journey with the rarest and most valuable tool in the game: the Staff of Life. The Staff of Life instantly terraforms any planet to a T3 world with a complete ecosystem and Food Web. It has 42 charges, and when they're used up, the staff ceases to function as anything more than a memento of your journey.

**CAUTION** Getting to the center of the galaxy is just half the trip. Once you reach it and speak with Steve, you need to get back out again! Follow the same steps you took to reach the galactic core, but move away from it instead of toward it. If you're lucky enough to have the Shaman archetype, you can just use the Return Ticket superweapon to return to your homeworld instantly. Otherwise, use the Starmap filters to see the route you took to the galactic core and backtrack along it.



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## What Now?

You've reached the Title of Omnipotent, and you've journeyed to the center of the galaxy, but you don't want to give up on your empire yet. What else is there to be done? Here are a few ideas to get you started:

Collect All Collectables: Find every rare item, galactic object, and storybook planet in the galaxy.

Destroy the Grox: Allying with them is not an option if you've fired a single shot at them, but you can still rid the galaxy of their scourge.

Earn Every Achievement: There's a complete list of them at the end of this guide, and that should keep you out of trouble for a while.

Earn Every Badge: Your in-game Collections menu keeps track of which badges you've earned and what you have to do to get the remaining ones.

Find Earth: Earth's location is a well-kept secret, but you might want to try exploring angle 225.06, distance 7,295.43 if you're feeling homesick.

Complete Adventures: By downloading adventures from the *Spore* community, there's always plenty to do in the Space Stage. Add buddies and subscribe to Sporecasts to populate the galaxy with an endless supply of new adventures. New Maxis-created adventures are downloaded automatically.

**NOTE** For a complete listing of all Space Stage achievements, badges, tools, and rare items, turn to the appendix at the back of the guide.

# galactic adventures: getting started

Ready to beam down to an alien world and explore the planet on foot? *Galactic Adventures* allows you to create and customize a captain for use during planetary adventures. In this section we take a look at everything you need to know to start your career as a captain, including explanations of the Quick Play and Space Stage adventures.

## Quick Play Adventures




The Quick Play option allows you to choose from a variety of Maxis- and community-generated adventures in the Sporepedia.

Want to jump directly into an adventure without bothering with the Space Stage? Then choose the Quick Play option, located in the *Galactic Adventures* menu. A second menu appears prompting you to select an adventure—click on the large rectangular button adorned with an alien holding a flag. This opens the Sporepedia, allowing you to select from a variety of Maxis and downloaded adventures—when first accessing Quick Play, you must play Adventure Town before selecting other adventures from the Sporepedia. For more information about a particular mission, click on its blue information bar button at the bottom of its card. This brings up a larger view of the card including a description, four pictures, and how many Spore Points it's worth. Spore Points are earned by your captain when completing an adventure, allowing various ranks to be achieved and new equipment to be unlocked. For more information on the different ranks and the 32 captain parts, flip to the *Captain Outfitter* chapter. Once you've found an adventure you wish to play, select it in the Sporepedia, causing a yellow halo effect to appear around the card—click on the green *Accept* button to launch the adventure.



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## Captain Creation



Any creature in the Sporepedia can become a captain, but pay close attention to its abilities before making a selection.

Before starting an adventure, you must select a captain—this is the character you control. Some adventures have preselected captains assigned, but most allow you to choose a captain of your own. If you haven't already created a captain, do so now. Click on the large rectangular button at the *Choose or Create Your Captain* prompt to open the Sporepedia. Here you can select any creature to become a captain. Select the *Creatures* filter at the top and *My Creations* option on the left to select from creatures you've already created. When selecting a creature, take note of its abilities. Creatures with a broad range of attack and socialize abilities make the best captains. But if you want to create a captain from scratch, click on the blue *Create Your Own* card in the Sporepedia to open the Creature Creator and sculpt your captain from the ground up. Once you've created and selected a captain from the Sporepedia, click on the green *Accept* button to advance to the *Review Your Captain* prompt. Here you see an image and the name of your selected captain. If everything looks okay, click on the blue *Play* button to begin the adventure.

# Space Stage Adventures



See all those tiny white flags? Those are adventures waiting to be assigned.

After installing *Galactic Adventures*, you can take on adventure-based missions in the Space Stage as well. Like all standard Space Stage missions, adventures are assigned by other empires in the galaxy. Fly to a neighboring star system and contact the empire residing there to see if they have any adventure missions available. In the Communications screen, select *Missions* and advance through the dialogue until you have the opportunity to request an adventure mission. At this point the alien empire assigns you the adventure, requiring you to travel to another star system to complete it. All of the pertinent mission information appears in your Mission Log, including the name of the star system and planet you must visit to complete the adventure. A triangular white flag icon also appears over the adventure planet so it's easy to find your destination on the Starmap. When you arrive at the correct planet, descend through the atmosphere to begin the adventure. This brings up a window describing the adventure and giving you the opportunity to accept or decline—choose *Accept* to enter the crew selection screen.

## Crew



Access the Captain's Log to choose the three crew members who join the captain during adventures.

Before the mission begins, you can select your crew—assuming they're available for the current mission. Not all adventures allow crew members to accompany their captain. But if there are no restrictions, you can take up to three crew members on an adventure, including allies on ships within your fleet. Crew members simply follow the captain around and assist in socialize and combat interactions. In this sense, crew members function just like pack members do during the Creature Stage. In the same screen where you assign crew you can also access the Captain Outfitter, allowing you to equip new accessories earned through promotions. Once you've assigned a crew and picked out your gear, click on the *Beam Down* button to begin the adventure.

**NOTE** During Quick Play adventures, you can choose any creature from the Sporepedia to serve as a crew member, as long as an unlocked crew slot is available. If the adventure's author has locked the crew slot, you must play with the creature the author assigned.

# Playing Adventures

Whether you're playing through the Quick Play menu or the Space Stage, all adventures function the same way once your captain reaches a planet's surface. For the most part, playing adventures is just like the Creature Stage, albeit with more powerful weapons and abilities. If you want to perform a social interaction with a creature, assume a Social stance. Otherwise, maintain a Combat stance to confront hostile creatures through the use of your captain's attack abilities. Here's a quick rundown of the controls and an explanation of the various elements contained within the adventure interface.

**TIP** On the PC, use W and S to control the captain's forward and backward movement. To turn and look, hold down the right mouse button and move the mouse. It may take some getting used to, but this is by far one of the easiest ways to move around the game world, particularly during fast-paced combat sequences. Also, don't forget to use Tab to quickly target the closest creature.



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# Adventure Interface




**Act Progress Bar:** This green bar fills from left to right as the captain completes goals and advances through acts. Each large cell in this bar represents an act, while the smaller cells within represent goals. There can be up to three goals contained within a single act.

**Adventure Title:** The name of the current adventure.

**Captain Portrait:** A portrait of your captain appears beneath the health and energy meters.

- **Health Meter:** The green bar indicates how much health a captain has. By default, health does not regenerate, but it can be restored by acquiring a health power-up. A captain who runs out of health dies, causing an adventure to end in failure.
- **Energy Meter:** This blue meter represents how much energy your captain has at any given time. Energy is required to operate many of the new captain parts. Energy regenerates slowly over time or can be restored fully by grabbing a energy power-up. If energy is depleted, energy-dependent abilities cease to function.

**Crew Slots:** If the adventure allows, up to three crew members and allies can fill these slots—click on the red X in a slot to dismiss a crew member.

**Combat Stance:** Click this button to access the captain's four attack abilities.

**Exit Adventure:** Click this button to end an adventure before it's complete. Ending an adventure prematurely counts as a failure.

**Mission Card:** This shows all the act and goal information pertaining to the current act.

- **Act Title:** The name of the current act.
- **Act Description:** A brief description of the current act and goals.
- **Completed Goal:** All completed goals have a green check mark next to them and appear in green text.
- **Incomplete Goal:** Goals that haven't been completed appear in yellow text and have no check mark next to them.

**Options:** Access the game's main Options menu with this button; this pauses the game.

**Planetary Minimap:** This map reveals the locations of an adventure's goals in relation to the captain's current position.

**Play/Pause:** Toggle this switch to pause and start the game. While the game is paused, the adventure timer and any act timers pause as well.

**Social Stance:** Click this button to access the captain's four socialize abilities.

**Sporepedia:** Access the Sporepedia during the middle of an adventure by clicking this button; this also pauses the game.

**Zoom/Rotate:** Click on these controls to zoom in and out as well as rotate the camera view.

# Navigation



During combat-oriented adventures, glance at the minimap to locate targets the captain is required to destroy.

Feeling lost? No problem—the planetary minimap has you covered. Located in the bottom left corner of this screen, this small map shows you where all the current act's goals are located; they appear as blue icons. Your captain's position and facing are represented by the green arrow in the center of the map. To locate a goal, first orient your captain to face the correct direction—adjust your facing so the green arrow is pointing at the goal icon. Now that you're properly aligned with the goal, simply walk, sprint, or fly in the same direction until the goal comes within view. If you wish to remove the minimap from view, click on the triangular *Hide* button.

**NOTE** Some adventures have hidden goals. In these rare instances, goal icons do not appear on the minimap. Hidden goals are not shown in the mission card either.



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### Minimap Legend

| Object/Goal | Icon |
|---|---|
| Starting Position | |
| Captain | |
| Creature | |
| Vehicle | |
| Off-Screen Goal | |
| Ally with Goal | |

| Object/Goal | Icon |
|---|---|
| Befriend Goal | |
| Block Goal | |
| Bring to Goal | |
| Collect Goal | |
| Defend Goal | |
| Destroy/Kill Goal | |

| Object/Goal | Icon |
|---|---|
| Hold Goal | |
| Give Goal | |
| Move to Goal | |
| Talk to/Examine Goal | |

# Acts and Goals



**Refer to the mission card for information on the current act, including its goals.**

All adventures are made up of various acts, similar to a play. Each adventure can consist of up to eight acts, and it's the captain's job to progress through all of the acts to complete the adventure. To do so the captain must achieve a variety of goals. Each act can contain a maximum of three goals. Goals appear on the minimap and on the mission card in the top left corner of the screen. Within the mission card, all of the current act's goals are listed, informing the captain of exactly what must be accomplished to complete the act. Once all goals are completed, the next act begins, requiring the captain to take on a new set of goals. This continues until all the goals and acts are finished. The captain's overall progress is reflected in the green act progress bar running along the bottom of the screen. This bar is divided into multiple cells—the larger cells represent acts while the smaller cells contained within are goals. As the captain completes goals and acts, the bar fills from left to right, indicating how close you are to the end of the adventure.

So what tasks await your captain? In all there are 11 types of goals. Some are simple, requiring the captain to simply talk to another creature, examine an object, or move to a location. But some are more challenging, requiring the captain to destroy or defend a building, vehicle, or creature. Study the following table for a quick overview of each goal type.

### Goals

| Icon | Goal Name | Description |
|---|---|---|
| | Ally with | Perform a successful social interaction to convince a creature to join your crew. |
| | Befriend | Improve relations with a creature (or group) by performing a social interaction. |
| | Block | Prevent a creature or vehicle from reaching a particular object/location. |
| | Bring to | Bring two objects together. |
| | Collect | Move near a specific object (or objects) to collect it. |
| | Defend | Prevent a creature, building, or vehicle from being destroyed. |
| | Destroy/Kill | Attack and destroy a creature, building, or vehicle. |
| | Hold | Pick up and hold an object. |
| | Give | Pick up an object and give it to a certain character. |
| | Move to | Move to a specific location. |
| | Talk to/Examine | Talk to a creature or examine an object. |

**NOTE** Pay close attention to your current stance before attempting certain goals. For instance, if you have the Combat stance selected and try to perform a *Talk to* goal, you'll attack the creature instead of speaking. Or if you try to attack a creature while the Social stance is selected, you'll attempt a social interaction instead of hitting or shooting your foe.



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# Health and Energy Management



Don't let your captain run out of health! If the captain dies, the adventure is a failure.

Health and energy are your captain's two most vital stats, and must be monitored constantly throughout an adventure's duration. The green bar and number above the captain's portrait is the health meter. As the captain takes damage from attacks or planetary hazards, the health bar drops, as does the numerical value. If the health meter reaches zero, the captain dies and the adventure is considered a failure. Once lost, health can only be restored through health regeneration accessories or health power-ups. Ecologist-based accessories such as the Invigorator or Super Invigorator allow health to regenerate at a slow but steady rate, eventually filling the health bar to its maximum level. Health power-ups instantly replenish the health meter, but such objects are not always present in adventures.

Below the health meter is the captain's energy meter. Energy is required to operate most of the captain's new weapons and gear—for precise energy consumption rates, view the *Captain Parts* section in the *Captain Outfitter* chapter. Unlike health, energy regenerates over time. The default regeneration rate can be increased by equipping the Scientist-based Compact Generator or Power Generator accessory. The energy meter's capacity isn't fixed either. It can be expanded by equipping the Compact Battery or Power Battery, effectively doubling the size of the energy meter. Whether your captain consumes a lot of energy or not completely depends on what types of accessories are equipped. So study the energy consumption rates of your gear and consider if it's worth augmenting energy storage and regeneration.



Before cranking a weapon or other accessory to level 3, figure out how much energy it consumes. Do you have the energy regeneration and storage to handle that much power?

## Power-Ups

**During adventures, keep your eyes peeled for power-ups scattered across the landscape. Simply walk over a power-up to grab it. There are five power-up types, each offering a unique enhancement.**

### Power-Up Details

| Icon | Name | Description |
|---|---|---|
| | Armor Power-Up | Temporarily reduces damage dealt to the captain. |
| | Damage Power-Up | Increases a captain's damage output for a period of time. |
| | Energy Power-Up | Completely replenishes the captain's energy meter. |
| | Health Power-Up | Completely replenishes the captain's health meter. |
| | Speed Power-Up | Temporarily increases the captain's speed. |

# Adventure Completion



Complete missions to earn Spore Points, and post quick completion times to stake out a dominant position on the adventure's leaderboard. If you fail, you can always try again.

Once a captain has completed all the goals and acts, the adventure is over and declared a success—this prompts the captain to perform a little victory dance before beaming back to the ship. A Mission Complete screen appears at the end of the adventure, showing how many Spore Points the captain has earned and the adventure's completion time. Spore Points function much like experience points. By accumulating Spore Points through the completion of adventures, the captain is eligible for new ranks—each promotion allows the captain to unlock a new accessory. For more information on the ranking system, flip to the *Captain Outfitter* chapter. All adventures are timed, too, the key factor in determining your position on the adventure's leaderboard. Each adventure has a leaderboard tracking how many players have played the adventure and the completion time for each. Players who score the fastest times appear at the top of the leaderboard—the players with the top three positions are awarded trophies. But leaderboards are fluid and update each time a new player has completed (or failed) the adventure—for more information on the leaderboards, refer to the *Spore Community* chapter.

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# captain outfitter



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Ready to make a name for yourself in the galaxy? Before climbing aboard your ship and setting off on your first adventure, take a moment to review the various ranks and captain parts detailed in this chapter. As you can see, becoming a space captain has its privileges, allowing you to achieve new ranks and prestigious titles. With every promotion, new gear is unlocked, bestowing your captain with new and powerful abilities. But these rewards don't come easy. Ranks and gear unlocks are achieved by completing adventures and earning Spore Points. In this sense, Spore Points function like experience points, reflecting how many adventures your captain has completed. All Maxis-made adventures are worth 100 Spore Points each, so play them all to level up quickly—playing one is enough to earn your first rank and unlock. However, the values of downloaded adventures differ based on the difficulty, ranging from 5 to 100 Spore Points each. An adventure's difficulty is determined by the community, based on a completion-to-failure ratio—adventures with more failures than completions are deemed more difficult and are thus worth more Spore Points.

After unlocking an accessory, equip it in the Captain Outfitter to take advantage of its ability and alter the appearance of your captain. In all, there are 32 new captain parts to choose from, so reference this chapter for stats and information on each before deciding what parts to unlock. Don't take these decisions lightly, either, because each captain can only unlock 10 out of the 32 parts. This makes it important to formulate a game plan early on, deciding exactly what kind of captain you wish to create and what parts must be unlocked to fulfill that vision. If you plan out your unlocks carefully you can also acquire up to two additional archetype-based superweapons for your spaceship, ideal during Space Stage games. This makes it even more important to put some thought and consideration into customizing your captain.

**NOTE** Spore Points are only awarded the first time you complete an adventure. If you play the same adventure again with the same captain, no Spore Points are awarded upon its completion.



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# ranks




When you earn a new rank, you're prompted to select a new accessory from this menu—make your decision carefully. You can only unlock 10 out of the 32 captain parts.

A captain is little more than a lowly recruit at the beginning of his or her career. But *Galactic Adventures* utilizes a leveling system, awarding captains Spore Points for completing adventures. After the captain accumulates a certain number of Spore Points, a new rank is earned. In all there are 10 achievable ranks, each requiring a specific number of Spore Points (SP)—see the *Rank Criteria* table for details. Each promotion allows the captain to unlock one of the new captain parts, each offering a unique ability. So with each new rank, the captain becomes more and more powerful through the application of these new abilities. Each rank is progressively more difficult to achieve. While it may be easy to level up to the first and second ranks, subsequent ranks require more Spore Points to achieve.

### Rank Criteria

| Insignia | Rank Level | Total SP Required | Relative SP Required |
|---|---|---|---|
| | Recruit | 0 | 0 |
| | 1 | 100 | 100 |
| | 2 | 275 | 175 |
| | 3 | 525 | 250 |
| | 4 | 850 | 325 |
| | 5 | 1,250 | 400 |
| | 6 | 1,725 | 475 |
| | 7 | 2,275 | 550 |
| | 8 | 2,900 | 625 |
| | 9 | 3,600 | 700 |
| | 10 | 4,375 | 775 |

## Primary Title

The name of each rank is determined by the captain's archetype. Each creature is assigned an archetype based on how he or she progressed through *Spore*'s various stages. If you're just playing Quick Play adventures or have started a Space Stage game without completing the previous stages, your captain assumes the Wanderer archetype. This primary title appears in front of the captain's name, signifying the achieved rank. For example, a captain of the Knight archetype that has achieved the eighth rank is referred to as Paladin. See the *Primary Titles* table to view which primary titles your captain is eligible for.

### Primary Titles

| Archetype | Rank 1 | Rank 2 | Rank 3 | Rank 4 | Rank 5 | Rank 6 | Rank 7 | Rank 8 | Rank 9 | Rank 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Bard | Groupie | Roadie | Tuner | Player | Musician | Trendsetter | Icon | Celebrity | Star | Superstar |
| Diplomat | Assistant | Attache | 2nd Secretary | 1st Secretary | Magistrate | Counselor | Envoy | Minister | Commissioner | Ambassador |
| Ecologist | Weeder | Gardener | Botanist | Keeper | Farmer | Breeder | Crossbreeder | Cloner | Philosopher | Guru |
| Knight | Rouge | Apprentice | Squire | Adventurer | Man-at-Arms | Guard | Chivalric | Paladin | Noble | Lord |
| Scientist | Intern | Technician | Researcher | Engineer | Inventor | Professor | Doctor | Scholar | Theorist | Genius |
| Shaman | Gatherer | Harvester | Hunter | Face-Painter | Dress-Weaver | Staff-Maker | Fire-Lighter | Visionary | Dreamcatcher | Spiritmaster |
| Trader | Runner | Courier | Smuggler | Accountant | Profiteer | Manager | VP | President | CEO | Tycoon |
| Wanderer | Vagabond | Hitchhiker | Nomad | Scout | Trailblazer | Explorer | Voyager | Planet Hopper | Star Runner | Galactic Traveler |
| Warrior | Private | Corporal | Sergeant | Major | Gunner | Officer | Lieutenant | Colonel | General | Commandant |
| Zealot | Believer | Worshipper | Acolyte | Monk | Chaplain | Priest | Abbot | Bishop | Prophet | Holy |



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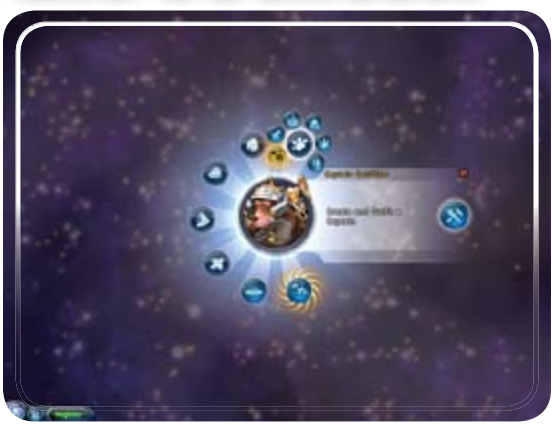
# Secondary Title

When you unlock the last accessory in an archetype's row, your captain is bestowed a title of virtue based on how many parts in that row are equipped—this secondary title appears at the end of captain's name. For example, if you've unlocked all four of the Shaman parts but only have two of the parts equipped, the secondary title is Compassionate. Study the *Secondary Titles* table to view the different secondary titles and how many parts in each row you must equip to attain each.

**Secondary Titles**

| Archetype | 1 Part | 2 Parts | 3 Parts | 4 Parts |
|---|---|---|---|---|
| Bard | Mischievous | Playful | Humorous | Joyful |
| Diplomat | Tempered | Prudent | Courageous | Just |
| Ecologist | Balanced | Empathetic | Merciful | Universal |
| Scientist | Silent | Tenacious | Logical | Intelligent |
| Shaman | Beautiful | Compassionate | Generous | Wise |
| Trader | Frugal | Dependable | Resourceful | Industrious |
| Warrior | Brave | Strong | Honorable | Fierce |
| Zealot | Devout | Spiritual | Righteous | Faithful |

# the outfitter



A new Captain Outfitter option is now available from the Creature Creator's submenu.

Once you've unlocked a new captain part, it must be equipped in the Captain Outfitter. The Captain Outfitter can be accessed in numerous ways, depending on whether you're playing in Quick Play or the Space Stage. In Quick Play, simply edit the selected captain in the Sporepedia before entering an adventure. During Space Stage games, click on the *Captain's Log* button and then choose *Enter Outfitter* from the following window. The Captain Outfitter can also be accessed from the adventure launch interface, shown before the captain beams down to a planet. Outside of these options, the Captain Outfitter is also accessible from *Spore*'s main menu—select *Create*, choose the *Creature Creator*, and then click on the *Captain Outfitter* button.

# Suiting Up for Adventure!




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Equipping your captain is as simple as dragging an accessory from the Captain palette on the left and placing it on your captain.

Now that you're in the Captain Outfitter, start dragging and dropping new parts onto your captain—the interface functions just like all the other creators. Select the Captain tab to reveal all the unlocked parts available to the selected captain. Next, drag one of the unlocked parts from the palette and drop it on your captain—to remove a part, simply drag it away from the captain. Manipulate the handles of each part to adjust the size and shape of the accessory. The weapon parts have orange beehive-shaped handles. These are called power handles and are used to select the power of the weapon, ranging from level 1 to level 3. By default, all weapons are set to level 1. But you can increase this by pulling on the power handle—this changes the appearance of the weapon, making it look more formidable. But more powerful weapons also consume more energy, so take this into consideration before cranking everything up to level 3.

**NOTE** While outfitting your captain, pay close attention to the complexity meter in the top right corner of the screen. This is an extension of the Creature Creator's complexity meter—the more complex your creature is, the fewer captain parts can be equipped. If the meter is completely full, you can't add any new parts. For best results, select a creature with moderate (green) complexity to become a captain.



Manipulating a weapon's orange power handle adjusts its damage output and energy consumption—it also alters the weapon's appearance.

Most of the new parts replace old creature-based abilities, reflected in the colorful ability icons lining the right side of the screen. For example, the Plasma Pulser's Pulse Blast ability replaces the creature-based Spit ability. The Ducal Cape's Harmonious Song replaces the old Sing ability, and so on. As old abilities are replaced, new icons take their places. Mouse over these new icons for a brief description of the new ability—this also reveals the ability's selected power level. You can also click the new icons to preview the animations for the new abilities. Two accessories mapped to the same creature-based ability cannot function together. For example, the Bladed Knuckles and the Toxic Crystal replace (and are mapped to) the old Bite ability—so you must choose one or the other. If both are equipped, the last part added is the one that functions when clicking on the ability icon. All remaining creature-based abilities function as they did in the Creature Stage.

**TIP** Want to share your captain with the *Spore* community? Don't forget to write a description and tags. Click on the captain's name at the bottom of the screen to bring up these fields.

## Captain Stats





These two screens reveal everything you'd ever want to know about a captain, including rank, abilities, stats, and lineage.

After you add new equipment to your captain, a summary screen appears showing a portrait of the captain and all his or her abilities—the same screen can be accessed by clicking on the captain's information bar (at the bottom of the captain's card) in the Sporepedia. For more



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detailed information about the captain, click on the rank insignia icon in the top left corner of the screen. This brings up a second screen showing what parts the captain has unlocked as well as a list of various stats, including how many adventures have been played, completed, and failed. The stats go deeper, detailing how many goals have been completed, how much energy has been expended, and all sorts of other performance-based statistics. This screen is useful for planning out future unlocks as well as studying your captain's progress toward the next rank—mouse over the rank insignia to see how many more Spore Points are required for your next promotion. If you're using a Maxis or downloaded creature for your captain, this stat screen also displays the captain's lineage, showing which authors contributed to the creature—click on the *Lineage* button at the top of the screen to see a list of all the authors who edited this creature/captain.

# captain parts

Each time your captain achieves a new rank, you can unlock one of the 32 new captain parts. These parts are divided into eight different categories based on archetypes. Within each archetype row there are four captain parts that must be unlocked sequentially. For example, in the Warrior row, you must unlock the Bladed Knuckles before you can unlock the Plasma Pulser. The Plasma Pulser must be unlocked before you can attain the Lightning Striker, and so on. Since there are only 10 ranks and unlocks, that means there are only 10 parts to choose. You can't load a captain down with all 32 new parts, so make your unlock decisions carefully, taking into account what types of adventures you like to play and what parts are most helpful in completing those adventures. It may also be necessary to equip certain parts to overcome deficiencies—if your captain has poor social skills, choose the Diplomat or Bard parts. Reference this section to study the different parts available and decide which accessories benefit your captain the most.

**TIP** Captain parts can be assigned to any creature in the Sporepedia, which is useful for creating powerful enemies when constructing your own adventures in the Adventure Creator.

## Superweapon Bonus

**When you've unlocked all four parts in an archetype's row, you also acquire the superweapon associated with that archetype. For example, unlocking all the Ecologist parts will earn you the Safari Vacuum superweapon. These superweapons are applied to your captain's spaceship only during Space Stage games. With 10 unlocks possible this means you can add two superweapons to your spaceship, for a grand total of three—assuming you started your existing game in the Cell Stage and advanced to the Space Stage. Having up to three superweapons at your disposal greatly enhances your spaceship's capabilities, giving you a serious advantage in the Space Stage. So when unlocking captain parts, take into consideration what superweapons you want to acquire. Just be sure to pursue a path that gives you a superweapon you don't already own—if you already have Static Cling, don't pursue the Diplomat row. For more information on each superweapon, see the *Archetype* section in the *Space Stage Refresher* part of the *Captain Training* chapter.**

### Superweapons

| Archetype | Superweapon | Description |
|---|---|---|
| Bard | Soothing Song | Calms down empires at war with you and initiates a temporary cease-fire. |
| Diplomat | Static Cling | Temporarily paralyzes all buildings and vehicles on a planet. |
| Ecologist | Safari Vacuum | Sucks up two of each plant and animal species on a planet. |
| Scientist | Gravitation Wave | Destroys all buildings on a planet. |
| Shaman | Return Ticket | Instantly returns spaceship to your home system. |
| Trader | Cash Infusion | Instantly purchase any system you've established a trade route with. |
| Warrior | Raider Rally | Summons a horde of pirates to attack a planet. |
| Zealot | Fanatical Frenzy | Converts all colonies and cities on a planet. |



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# Bard Parts

Choose the Bard parts to take your singing, dancing, charming, and posing abilities to new levels, destined to turn your captain into a galactic superstar. Unlike the Diplomat parts, each Bard part ability has three levels, each requiring varying amounts of energy. So if this is the path you wish to take, seriously consider boosting your energy regeneration and storage by selecting at least the first two parts in the Scientist row—running out of energy during the middle of a social interaction is embarrassing. Grab all four of these advanced devices to unlock the Soothing Song superweapon.

## Harpolizer

**Ability Name:** Inspiring Song
**Description:** A song that improves relations and has a small energy cost.
**Replaces:** Sing
**Levels:** 3



**Stats**

| Level | Base Damage | Raze Damage | Refresh | Energy Cost |
|---|---|---|---|---|
| 1 | 6 | N/A | N/A | 100 |
| 2 | 10 | N/A | N/A | 150 |
| 3 | 14 | N/A | N/A | 275 |

**Field Notes:** There are few creatures who can resist the Harpolizer's Inspiring Song ability. Like the Ducal Cape's Harmonious Song in the Diplomat parts, this ability replaces the captain's Sing ability. But at level 2 and beyond, the Inspiring Song outperforms all other Sing-based abilities in the galaxy. However, manage the levels carefully, as the more powerful the ability is, the more energy it uses. Unless facing off against characters with the same ability, there's rarely a need to set this ability above level 2.

## Hop Gogs

**Ability Name:** Stunning Dance
**Description:** A dance that improves relations and has a small energy cost.
**Replaces:** Dance
**Levels:** 3



**Stats**

| Level | Base Damage | Raze Damage | Refresh | Energy Cost |
|---|---|---|---|---|
| 1 | 6 | N/A | N/A | 100 |
| 2 | 10 | N/A | N/A | 150 |
| 3 | 14 | N/A | N/A | 275 |

**Field Notes:** Bust a move with these stylish Hop Gogs, and dominate the dance floor with the Stunning Dance ability. This functions much like the Princely Pad's Graceful Waltz in the Diplomat parts, but with greater intensity when set to level 2 or 3. As with all Bard parts, there's a rather drastic energy cost associated with each level. So make sure you have the energy to finish a dance before you get started.

## Synergizer

**Ability Name:** Holo Charm
**Description:** An enhanced charm that improves relations and has a small energy cost.
**Replaces:** Charm
**Levels:** 3



**Stats**

| Level | Base Damage | Raze Damage | Refresh | Energy Cost |
|---|---|---|---|---|
| 1 | 6 | N/A | N/A | 100 |
| 2 | 10 | N/A | N/A | 150 |
| 3 | 14 | N/A | N/A | 275 |

**Field Notes:** What better way to charm others than with a vivid holographic greeting? The Synergizer's Holo Charm ability is the best way to counter any Charm-based social interaction. At level 2, the ability is unmatched by anything, including the Regal Ring found in the Diplomat parts. Still, pay close attention to energy usage—although, with an ability this decisive, you won't need to deploy it very often.



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## Fettipopper

**Ability Name:** Confetti Pose
**Description:** An enhanced pose that improves relations and has a small energy cost.
**Replaces:** Pose
**Levels:** 3



**Stats**

| Level | Base Damage | Raze Damage | Refresh | Energy Cost |
|---|---|---|---|---|
| 1 | 6 | N/A | N/A | 100 |
| 2 | 10 | N/A | N/A | 150 |
| 3 | 14 | N/A | N/A | 275 |

**Field Notes:** Blast clouds of colorful confetti into the air with the Fettipopper's unique Confetti Pose ability. Like the other parts in this row, the Fettipopper is the best at what it does, and is the best way to counter a Pose-based social interaction, leaving the Diplomat's Radiant Pose in a puff of colorful paper dust. Unless outnumbered, set the Fettipopper to level 2 for the most cost-effective results. However, sometimes an overkill approach can save more energy in the long run, so don't be afraid to blow the competition away with a level 3 blast of confetti.

# Diplomat Parts

The Diplomat parts are focused solely on impressing other creatures with enhanced Sing, Dance, Charm, and Pose abilities during social interactions. So if you prefer social-based adventures requiring you to *Befriend* or *Ally with* a variety of creatures, this is the path for you. Or maybe your captain is completely lacking in social skills? These parts are a good way to compensate for a lack of natural ability. And unlike the similar Bard parts, the Diplomat parts don't require energy. If you unlock all four parts in this row, the Static Cling superweapon is all yours.

**NOTE** In this section, damage refers to how effective each action is while filling the social interaction meter during *Befriend* and *Ally with* goals.

## Ducal Cape

**Ability Name:** Harmonious Song
**Description:** A beautiful song that helps improve relations.
**Replaces:** Sing
**Levels:** 1



**Stats**

| Level | Base Damage | Raze Damage | Refresh | Energy Cost |
|---|---|---|---|---|
| 1 | 6 | N/A | N/A | 0 |

**Field Notes:** Is your captain a terrible singer? If so, equip this part to help mask poor vocal abilities. The Ducal Cape's Harmonious Song replaces the Sing ability. Even if you have a level 5 Sing ability, the Ducal Cape provides a slight improvement in your captain's ability to impress others with song. But if you want to really want to make an impression (and don't mind the energy cost), consider choosing the more powerful Harpolizer found in the Bard row.

## Princely Pad

**Ability Name:** Graceful Waltz
**Description:** An elegant dance that helps improve relations.
**Replaces:** Dance
**Levels:** 1



**Stats**

| Level | Base Damage | Raze Damage | Refresh | Energy Cost |
|---|---|---|---|---|
| 1 | 6 | N/A | N/A | 0 |

**Field Notes:** When it comes to dancing, the Princely Pad's Graceful Waltz ability gives your captain the moves necessary to keep up with the galaxy's most skilled dancers. This takes the Dance ability a step beyond level 5, instantly boosting a captain's fancy footwork regardless of previous skill. The Hop Gogs in the Bard row also enhance Dance ability, but at the cost of energy.



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## Regal Ring

**Ability Name:** Royal Charm
**Description:** A dazzling charm that helps improve relations.
**Replaces:** Charm
**Levels:** 1



**Stats**

| Level | Base Damage | Raze Damage | Refresh | Energy Cost |
|---|---|---|---|---|
| 1 | 6 | N/A | N/A | 0 |

**Field Notes:** Charming creatures is never easy, especially if your captain is less than...well, charming. So if your captain is lacking in this department, use the Regal Ring's Royal Charm ability to boost the social interaction meter. This replaces the Charm ability with a slightly more advanced display, outperforming creatures with a level 5 Charm ability. The Bard's Synergizer part takes charming to a whole new level, but requires energy—the Regal Ring costs none!

## Imperial Robe

**Ability Name:** Radiant Pose
**Description:** A vibrant pose that helps improve relations.
**Replaces:** Pose
**Levels:** 1



**Stats**

| Level | Base Damage | Raze Damage | Refresh | Energy Cost |
|---|---|---|---|---|
| 1 | 6 | N/A | N/A | 0 |

**Field Notes:** Strike a pose in this luxurious robe to evoke gasps of excitement from even the most discerning galactic fashionistas. The Imperial Robe's Radiant Pose replaces and improves upon the captain's Pose ability, even if it is already at level 5. But the Bard archetype's Fettipopper greatly outperforms the Imperial Robe when set at level 2 or beyond, so be aware when facing off against a creature with the confetti-tossing contraption.

# Ecologist Parts

While the Scientist parts improve energy regeneration and storage, the Ecologist parts do the same for health. By default, health is a static statistic; once it's gone, it's gone for good—or until you find a health power-up. Items like the Invigorator and Super Invigorator change that, allowing a captain to regenerate health over time. A captain's health bar can be increased, too, by equipping the Stam-Booster or Mega Stam-Magnifier. Unlock all these items to acquire the Safari Vacuum superweapon.

## Invigorator

**Ability Name:** Health Regeneration 1
**Description:** Increases health regeneration.
**Recharge Rate:** 1 health unit per second



**Field Notes:** Any captain should strongly consider picking up this first part in the Ecologist row. The ability to regenerate health, even at a relatively slow rate, is a powerful attribute ideal in any hostile situation. If an adventure has no health power-ups available, this is the only way to replenish your captain's health. So if you're spending a considerable amount of time in combat or performing other dangerous tasks, grab this part early in your captain's career.

## Stam-Booster

**Ability Name:** Health Boost 1
**Description:** Increases health bar capacity.
**Health Bonus:** +100



**Field Notes:** The Stam-Booster increases a captain's health meter by 100 units, significantly improving the chances of survival during hostile adventures. The 100 units are simply added to the captain's existing health bar. So if the captain had 105 health to begin with, there would be 205 health after applying the Stam-Booster.



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## Super Invigorator



**Ability Name:** Health Regeneration 2
**Description:** Increases health regeneration.
**Recharge Rate:** 2 health units per second

**Field Notes:** The Super Invigorator doubles the output of the original Invigorator, producing two units of health per second. The two parts cannot work together to produce more, so drop the Invigorator when equipping this part. Investing in this part depends on how dedicated you are to completing the Ecologist row and unlocking the Safari Vacuum superweapon. If you're not interested in the superweapon or the Mega Stam-Magnifier, your captain can probably get by with the standard Invigorator.

## Mega Stam-Magnifier



**Ability Name:** Health Boost 2
**Description:** Increases health bar capacity.
**Health Bonus:** +200

**Field Notes:** Like the Stam-Booster, this part also increases the capacity of a captain's health bar, boosting it by 200 units. Remove the Stam-Booster when equipping this part because the two can't be combined to boost the health bar's capacity beyond the 200 bonus units. With so much health and the ability to regenerate (thanks to the Super Invigorator), a captain equipped with these items is exceptionally durable, capable of withstanding (and recovering from) heavy damage. So if you already have the Super Invigorator, go ahead and grab this part to complete the Ecologist row—you won't be disappointed.

# Scientist Parts

Are you always running out of energy? Then the Scientist parts are just what you're looking for. All the parts available in this row center around the regeneration and storage of energy. Parts that regenerate energy slowly replenish the captain's energy meter, while parts that store energy increase the capacity of the captain's energy meter. All of these parts are passive and function without any input, outside of equipping them. If you unlock all the parts in the Scientist row you're rewarded with the Gravitation Wave superweapon.

## Compact Generator



**Ability Name:** Energy Regeneration 1
**Description:** Increases the rate at which energy is regenerated.
**Recharge Rate:** 15 energy units per second

**Field Notes:** Adding the Compact Generator increases the rate at which a captain regenerates energy. By default, this rate is 10 units of energy per second. But this piece of equipment increases that rate to 15 units of energy per second. This is a useful part to unlock for any captains using other energy-based parts, such as the weapons found in the Warrior row.

## Compact Battery



**Ability Name:** Energy Storage 1
**Description:** Increases the amount of energy stored.
**Max Energy Capacity:** 1,500

**Field Notes:** Strap this battery to your captain to boost the energy meter from 1,000 to 1,500. The additional 500 units of energy can come in handy when equipping other energy-thirsty parts, especially if they're used in rapid succession. Since the Compact Generator is a prerequisite, make sure it's equipped too so you can benefit from its enhanced recharge rate.



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## Power Generator

**Ability Name:** Energy Regeneration 2
**Description:** Increases the rate at which energy is regenerated.
**Recharge Rate:** 20 energy units per second



**Field Notes:** Functionally, this cool-looking helmet is merely an upgraded version of the Compact Generator, increasing energy regeneration to 20 units per second. The two generators cannot be combined, so once you unlock the Power Generator, remove the Compact Generator—unless you like the way it looks (there is no statistical benefit to having both items equipped).

## Power Battery

**Ability Name:** Energy Storage 2
**Description:** Increases the amount of energy stored.
**Max Energy Capacity:** 2,000



**Field Notes:** As with the two energy regeneration parts, the Power Battery is an upgraded version of the Compact Battery, increasing the captain's energy meter to 2,000. Once it's unlocked, discard the Compact Battery, as the two can't be combined to produce more energy. But keep the Power Generator equipped—these two pieces of equipment are vital when using energy-intensive items found in the Warrior, Bard, Trader, and Zealot rows.

# Shaman Parts

As the resident mystics of the galaxy, Shamans rely on spell-like abilities to attack and alter the consciousness of their enemies. Like the Warrior parts, all the Shaman parts are offensive in nature. But they require no energy, making them a great choice for those seeking weapons without the headache of unlocking the energy regeneration and storage gear found in the Scientist row. Unlock all four parts in the Shaman row to acquire the Return Ticket superweapon.

## Toxic Crystal

**Ability Name:** Poison Blade
**Description:** Delivers a toxic poison that does a small amount of damage over time.
**Replaces:** Bite
**Levels:** 1



**Stats**

| Level | Base Damage | Raze Damage | Refresh | Energy Cost |
|---|---|---|---|---|
| 1 | 10 | 5 | 2 | 0 |

**Field Notes:** The Toxic Crystal is a melee weapon that poisons its targets. Once poisoned, a creature takes progressive damage for a few seconds, until the poison fades. As a weapon, this is mildly effective and best deployed for self-defense. But unlike the weapons found in the Warrior row, the Toxic Crystal requires no energy.

## Swarm Magnet

**Ability Name:** Summon Swarm
**Description:** Summons a swarm of meddlesome insects to torment your foes.
**Replaces:** Spit
**Levels:** 1



**Stats**

| Level | Base Damage | Raze Damage | Refresh | Energy Cost |
|---|---|---|---|---|
| 1 | 10 | 25 | 5 | 0 |

**Field Notes:** This unique weapon allows a captain to summon a swarm of hostile insects to attack a target. The target takes progressive damage from the swarm (usually around 30 damage per attack) and runs away in a complete panic. The swarm eventually dissipates, prompting the target to resume hostilities. But by that time, a second swarm can usually be summoned. As a ranged weapon that uses no energy, this is easily one of the most effective captain parts available.



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**NOTE** When initiating a swarm attack, you must remain standing in one spot until the swarm reaches the target. If you move prematurely, the swarm deviates from the target and deals no damage. Swarms also disengage if the captain takes damage, so swarms are best deployed when engaging individual targets. It's not a great weapon in chaotic battles where you must make constant movements to avoid getting killed.

## Icy Band

**Ability Name:** Freeze Blast
**Description:** Freezes a target in place for a short time.
**Replaces:** Strike
**Levels:** 1



**Stats**

| Level | Base Damage | Raze Damage | Refresh | Energy Cost |
|---|---|---|---|---|
| 1 | 0 | 30 | 8 | 0 |

**Field Notes:** This weapon literally freezes its targets, encasing them in a thin layer of ice and preventing them from moving for approximately five seconds. The captain must be close to the target to use this ability, which presents certain risks. Plus, if a target is attacked while still frozen, the ice breaks, allowing the target to perform normally. So this weapon is best deployed in situations where the captain wants to avoid combat. Simply freeze a target and run away—by the time the ice thaws, you'll be long gone. Freeze Blasts do no damage to creatures, but they do inflict damage on buildings.

## Hypnomelder

**Ability Name:** Mind Meld
**Description:** Turns hostile enemies friendly for a period of time.
**Replaces:** Charge
**Levels:** 1



**Stats**

| Level | Base Damage | Raze Damage | Refresh | Energy Cost |
|---|---|---|---|---|
| 1 | 0 | N/A | 10 | 0 |

**Field Notes:** There's no need to fight when you've unlocked this cool ability. Instead, target an enemy (at close range) and have your foe fight for you. This allows you to brainwash an enemy for about 15 seconds. During this period, the enemy follows the captain, acting like a bodyguard—if the captain is attacked, the brainwashed enemy fights the attacker. But once the effect wears off, senses are regained and the brainwashed enemy resumes hostilities against the captain, so be ready to apply a second Mind Meld.

**TIP** During combat, use the Mind Meld ability against the most powerful creatures to turn them to your side temporarily. You can only maintain one Mind Meld at a time, so it makes sense to have the biggest and baddest creatures watch your back. However, Mind Melds do not function against epic creatures.

# Trader Parts

Traders are always on the go, looking for the best deal. So it makes sense that the Trader parts all enhance movement in some way. Among these parts are the popular Glider Pack and Jump Jet, allowing captains to soar above a planet's surface. But such abilities come at a cost, and in this case that cost is energy. That's why it's so important to invest in the energy regeneration and storage technologies found in the Scientist row, especially if you like to fly. Unlock all of these parts to acquire the Cash Infusion superweapon.



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## Sprint Pack

**Ability Name:** Sprint Burst
**Description:** Improves speed for a short period of time and has a small energy cost.
**Replaces:** Sprint
**Levels:** 1



**Stats**

| Level | Base Damage | Raze Damage | Refresh | Energy Cost |
|---|---|---|---|---|
| 1 | N/A | N/A | 5 | 40 |

**Field Notes:** Want to run faster than any creature in the galaxy? The Sprint Pack's Sprint Burst ability gives the captain an energy-assisted boost in speed, making it the quickest form of ground-based locomotion. Since the ability replaces Sprint, the same key applies—toggle Shift to activate and deactivate the ability. Just be sure to turn it off when you're not moving because it drains energy at a rate of 40 units per second. Even if you have the energy to spare, the ability only functions for a maximum of 25 seconds per activation, indicated by the blue progress bar that appears at the top of the screen—once it's full, the ability is deactivated and must recharge for five seconds before it can be reactivated.

## Glider Pack

**Ability Name:** Hover
**Description:** Keep aloft longer for a small energy cost.
**Replaces:** Glide
**Levels:** 1



**Stats**

| Level | Base Damage | Raze Damage | Refresh | Energy Cost |
|---|---|---|---|---|
| 1 | N/A | N/A | N/A | 100 |

**Field Notes:** With the Glider Pack equipped, your captain can soar above the planet's surface in a way similar to a creature's Glide ability. In fact, this part replaces the Glide ability, so if your captain already has wings, the Glider Pack's Hover ability may not be too beneficial. The Glider Pack is best deployed when leaping off of high terrain, as you would in a hang glider—for best results, jump before stepping over a ledge. The pack deploys automatically and slows the rate of descent, allowing you to glide over large swaths of terrain. While in flight, press the Spacebar to get an added boost in altitude and extend the flight time—the boost has no refresh rate so you can activate it continuously. But with each boost, the Glider Pack consumes 100 units of energy, so keep an eye on the energy meter.

**TIP** You can attack enemies from the air while using the Glider Pack or Jump Jet. Simply target an enemy on the ground and then click on a ranged weapon ability (such as Plasma Blast or Missile Attack) in the Combat stance—if you press the hotkey for the ability, the attack won't initiate.

## Stealth Helmet

**Ability Name:** Stealth Field
**Description:** Renders your captain almost completely undetectable but consumes energy while it is active.
**Replaces:** Sneak
**Levels:** 1



**Stats**

| Level | Base Damage | Raze Damage | Refresh | Energy Cost |
|---|---|---|---|---|
| 1 | N/A | N/A | 25 | 50 |

**Field Notes:** The Stealth Helmet is one of the coolest captain parts available, especially if you prefer avoiding combat. Simply activate the Stealth Field ability and watch your captain vanish, becoming virtually invisible. This ability is ideal for sneaking around enemy territory, allowing a captain to walk past hostile guards and sentries without being noticed. It can even be activated in the middle of a fight, allowing the captain to slip away without drawing pursuers. All of this comes at a steep (but worthwhile) cost. The Stealth Helmet consumes energy at a rate of 50 units per second. Also, once deactivated, it can't be reactivated for a whopping 25 seconds. So plan out the usage carefully, ensuring you find a safe place to hide while waiting for the ability to recharge.



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## Jump Jet

**Ability Name:** Jump Jet
**Description:** A very high jump with a medium energy cost.
**Replaces:** Jump
**Levels:** 1



### Stats

| Level | Base Damage | Raze Damage | Refresh | Energy Cost |
|---|---|---|---|---|
| 1 | N/A | N/A | N/A | 200 |

**Field Notes:** Launch your captain into the stratosphere with this powerful rocket-based ability. Simply jump (hold down Spacebar) to activate the Jump Jet, causing a burst of flames to erupt from the pack, sending the captain skyward—the longer you hold down the button, the higher the captain goes. But the Jump Jet consumes energy at the alarming rate of 200 units per second. So it can't be deployed much longer than 10 seconds, assuming you have the most advanced Scientist parts. To conserve energy, use the Jump Jet in conjunction with the Glider Pack. Once you reach the desired altitude, press Spacebar again to glide toward your destination. You can even activate the Stealth Helmet while flying to avoid detection.

**NOTE** When designing adventures, take into account the capabilities of the Glider Pack and Jump Jet. These parts can give a player access to areas you never intended. So play-test with these parts to make sure your adventure can't be easily exploited. Consider placing hostile turrets in areas where you don't want the player to fly.

# Warrior Parts

As expected, the Warrior parts increase a captain's offensive capabilities. But all of the weapons in this category drain energy at an alarming rate, particularly when boosted to level 3. So consider mixing these parts with the energy regeneration and storage parts found in the Scientist row. Unlock all the weapons in this row to gain the Raider Rally superweapon for your spaceship in the Space Stage.

## Bladed Knuckles

**Ability Name:** Energy Slash
**Description:** Slashes the target for an energy cost.
**Replaces:** Bite
**Levels:** 3



### Stats

| Level | Base Damage | Raze Damage | Refresh | Energy Cost |
|---|---|---|---|---|
| 1 | 30 | 15 | 1.44 | 55 |
| 2 | 50 | 25 | 1.5 | 70 |
| 3 | 90 | 45 | 1.75 | 90 |

**Field Notes:** The Bladed Knuckles are the first weapon available in the Warrior row, and a good choice for any new captain. At the higher levels, this melee weapon has a wide area of effect, useful for engaging multiple targets at close range—at level 3 the weapon performs a 360-degree spin attack. Overall, the Bladed Knuckles are a good choice for any captain looking to enhance melee combat skills, far exceeding damage caused by Bite attacks.



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## Plasma Pulser

**Ability Name:** Pulse Blast
**Description:** Fires a concentrated blast of energy at the target for an energy cost.
**Replaces:** Spit
**Levels:** 3



**Stats**

| Level | Base Damage | Raze Damage | Refresh | Energy Cost |
|---|---|---|---|---|
| 1 | 20 | 20 | 1.55 | 80 |
| 2 | 35 | 35 | 1.9 | 100 |
| 3 | 55 | 55 | 2.5 | 125 |

**Field Notes:** The Plasma Pulser is the least powerful weapon in the Warrior row, but it allows a captain to engage targets at long range. Despite its relatively low damage output, this weapon really eats up energy—though not as much as the Missile Flinger. So consider equipping a Compact Generator or Power Generator to help replenish energy. Unlike the other ranged weapons, the Plasma Pulser has a relatively quick recharge time, allowing it to fire blasts in quick succession—ideal for any combat situation.

## Lightning Striker

**Ability Name:** Lightning Strike
**Description:** Stuns the target and deals a large amount of damage for an energy cost.
**Replaces:** Strike
**Levels:** 3



**Stats**

| Level | Base Damage | Raze Damage | Refresh | Energy Cost |
|---|---|---|---|---|
| 1 | 35 | 17.5 | 1.5 | 80 |
| 2 | 70 | 35 | 1.75 | 110 |
| 3 | 115 | 57.5 | 2.1 | 135 |

**Field Notes:** This melee weapon delivers a stunning jolt of electricity to its target, disabling hostiles for a couple of seconds while dealing significant damage. But it's a huge energy hog, particularly at the higher levels, so keep an eye on your energy meter. If you have the energy, use the Lightning Striker in conjunction with the Bladed Knuckles during close-quarter fights. Stun an enemy with the Lightning Striker, attack with the Bladed Knuckles, then hit with the Lightning Striker again. If you keep it up, you can keep the target in a stunned state and avoid retaliatory attacks.

## Missile Flinger

**Ability Name:** Missile Attack
**Description:** Fires a missile that damages the area around a target for an energy cost.
**Replaces:** Charge
**Levels:** 3



**Stats**

| Level | Base Damage | Raze Damage | Refresh | Energy Cost |
|---|---|---|---|---|
| 1 | 35 | 35 | 3 | 150 |
| 2 | 60 | 60 | 3.5 | 180 |
| 3 | 90 | 90 | 4 | 220 |

**Field Notes:** The Missile Flinger is the final weapon in the Warrior row, capable of firing explosive munitions at distant targets. In addition to dealing direct damage to the target, Missile Attacks benefit from splash damage, injuring anything nearby. These explosive attacks deal heavy damage to creatures and buildings alike. In fact, the Missile Flinger is the most effective weapon for destroying structures. The downsides to this weapon are its enormous energy usage and lengthy refresh times, requiring long waits between each shot. Still, when it comes to dishing out heavy damage at range, it doesn't get better than this.

# Zealot Parts

Looking for some armor to protect your captain from attacks? Then look no further than the Zealot parts. These items reduce incoming damage by varying amounts, helping your captain survive even the most savage attacks. In most cases damage reduction is accomplished through the consumption of energy, making energy regeneration and storage technologies a worthwhile addition for any captain equipping these items. All parts in this row are passive, requiring no activation to function. Unlock all four of these parts to acquire the Fanatical Frenzy superweapon.



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## Protecto-Shell



**Ability Name:** Battle Armor
**Description:** Reduces damage slightly and has no energy cost.
**Damage Reduction:** 25%
**Energy Consumption:** None

**Field Notes:** The Protecto-Shell is the only part in the Zealot row that consumes no energy, making it a great piece of defensive equipment for any captain. When it's equipped, all incoming damage is reduced by 25 percent. So if you're spending a lot of time on the surface of hostile planets, you can't go wrong with this one.

## Danger Reductor



**Ability Name:** Shield Generator
**Description:** Creates a protective orb, reducing damage taken and improving energy efficiency.
**Damage Reduction:** 50%
**Energy Consumption:** 25% of incoming damage

**Field Notes:** The Danger Reductor creates an orb-shaped force field around the captain, decreasing incoming damage by 50 percent. As the force field absorbs damage, energy is consumed. The amount of energy consumed is determined by the power of the attack, totaling 25 percent of the incoming damage value. So if an attack does 100 damage normally, with this part equipped the captain suffers only -50 health and -25 energy. The protective capabilities of this part cannot be combined with the Protecto-Shell—they're two independent layers. If the energy meter is depleted, the Danger Reductor stops functioning. At that point the protective qualities of the Protecto-Shell take over, reducing damage by 25 percent until the Danger Reductor comes back on-line.

## Power Shield



**Ability Name:** Powered Armor
**Description:** Absorbs all energy taken with a large energy cost.
**Damage Reduction:** 100%
**Energy Consumption:** 100% of incoming damage

**Field Notes:** The Power Shield takes shield-based technologies to the next level, reducing all incoming damage. Like the Danger Reductor, this part creates a large energy shield surrounding the captain, providing protection from all attacks—as long as the energy meter holds out. Instead of damage reducing the captain's health meter, all incoming damage reduces the energy meter. So when taking 100 damage the captain suffers no health damage, but the energy meter is reduced by 100. If energy runs out, the shield stops functioning, causing all further attacks to penetrate the shield and inflict health damage. Therefore, energy storage is key to keeping the shield intact, so consider equipping the Compact Battery or Power Battery to boost the capacity of the energy meter.

## Regen-Deflector



**Ability Name:** Energy Absorption
**Description:** Converts a small percentage of incoming damage directly into energy.
**Damage Reduction:** 10%
**Energy Consumption:** +25% of incoming damage

**Field Notes:** If you're more concerned about conserving energy than health, the Regen-Deflector is a good alternative. This part converts 25 percent of the incoming damage into pure energy, helping replenish your energy meter while under attack. The part also reduces incoming damage by a modest 10 percent. This part works independently of the Power Shield, serving as a second layer of defense. If the energy meter is depleted, the Power Shield ceases to function. At this point the Regen-Deflector takes over, helping regenerate energy until the Power Shield can resume functioning.



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# quick play adventures



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Quick Play adventures allow you to jump right into the action without starting or resuming a Space Stage game. Selecting Quick Play from the *Galactic Adventures* menu launches the Sporepedia. Here you can select from a variety of Maxis and downloaded adventures. After selecting an adventure, you may have the opportunity to select a captain, assuming the adventure allows it. Some Quick Play adventures have preselected captains that you must play as. But if you're allowed to specify a captain of your own, you'll earn Spore Points upon the completion of the adventure. Earning Spore Points through Quick Play adventures is a fast way to level up your captain, allowing you to unlock new weapons and accessories. So what are you waiting for?



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# adventure town



**Genre:** Story
**Difficulty:** Easy
**Description:** Take a stroll through Adventure Town and meet some of its residents.

You must play this adventure first when choosing a Quick Play adventure for the first time. Once Adventure Town is completed other Quick Play adventures can be chosen from the Sporepedia. Playing this adventure is also required to unlock the Adventure Creator. Unlike the other Quick Play adventures, Adventure Town has an unlocked captain slot, allowing you to choose a captain of your own. So consider creating a captain or choosing an existing captain from the Space Stage before setting off on this first adventure. Completing Adventure Town earns your selected captain 100 Spore Points, enough to level up and unlock one of the new captain weapons or accessories.

## Act I: Welcome to Adventure Town



**Goal:** Move to the Town's Main Gate

As the adventure begins, your captain beams down to the planet, materializing on a grassy hill overlooking Adventure Town. The narrow dirt path leads directly to Adventure Town's main gate, so follow it past the giant mushrooms and dancing bunnies. If you haven't already, set your captain's stance to Socialize to prevent inadvertent attacks on the residents. Even the two Adventure Town guards have broken out into a dancing routine as you near the main gate. Continue walking toward the gate until it opens, completing Act I.

## Act II: Meet the Mayor



**Goal:** Talk to Mr. Mayor

As the town's gates swing open, continue forward along the stone path—Mr. Mayor (the green guy in the black top hat) is standing in the plaza just ahead, flanked by his two dancing assistants. Once you've taken in enough of the festive atmosphere, talk to Mr. Mayor. He welcomes you to Adventure Town and explains a little about how the goal system works. In the next act, he wants you to talk to three citizens. Work through Mr. Mayor's dialogue to advance to the next act.



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# Act III: Meet the Citizens



**Goal:** Talk to the Gallery Owner

As Mr. Mayor promised, the next act requires you to talk to three citizens of Adventure Town. While you can talk to these citizens in any order you choose, the Gallery Owner is near the plaza, making him the ideal first choice to visit. From the plaza, turn right to locate the gallery. Goal locations also show up as blue icons on the minimap in the bottom left corner of the screen. Your captain's location is represented by the green arrow icon. Use the minimap to help navigate from one goal to the next. Speak with the Gallery Owner to complete the first of three goals in this act. The Gallery Owner greets you and invites you to step inside the House of Stuff. He says it's filled with ancient art and antiquities.

While it's not mandatory, take a quick look inside the gallery by walking up to the red door. Once inside you can examine the Gallery Owner's artifacts, including (but not limited to) the Statue of Steve and the Golden Gnome. Each exhibit in the gallery is interactive. Left-click on each item to learn more about it. When you're finished browsing, exit the gallery by walking through the red door.



**NOTE** Adventures can consist of up to eight acts with as many as three goals nested in each. When you encounter multiple goals in an act they can be completed in any order.

**Goal:** Talk to Ms. Spoffit



After visiting with the Gallery Owner and checking out his artifacts, move back toward the central plaza where Mr. Mayor is still dancing with his assistants. Continue moving past the plaza toward Ms. Spoffit's farm on the other side of town. Cross one of the two bridges leading to the farm and talk to Ms. Spoffit. She's happy to see you but is worried about her missing Spoffits. The missing sheep-like Spoffits can be found wandering outside the gallery. But that's not all of the Spoffits you'll encounter during your adventures. Spoffits appear in all the Maxis-created adventures, serving as hidden Easter eggs. Can you find them all?

## Honey for Phyrus Farmers



**Before leaving Ms. Spoffit's farm, pick up one of the honey pots near the Beekeeper; you can carry one in each hand. Carry a honey pot to the town factory (near the town's rear wall) and give it to one of the four Phyrus Farmers moping around. Receiving this sweet gift alters their mood significantly, causing them to cheer and pass the honey pot around between themselves. This isn't a required goal but demonstrates the kind of nonessential gameplay elements that can be included within adventures.**



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**Goal:** Talk to the Playwright

Now that you've met Ms. Spoffit, exit the farm via the bridge by the Beekeeper and follow the adjoining path to the theater. The Playwright is busy here rehearsing a play featuring a large fake dragon on the stage. Talk to the Playwright to fulfill the last of the goals in this act. Although he's a bit preoccupied, the Playwright tells you that authors are free to tell any stories they want, hinting at the narrative openness when creating your own adventures. But the Playwright doesn't have time to talk all day and quickly dismisses you so he can get back to his work.

# Act IV: Meet Captain Amazing!



**Goal:** Talk to Captain Amazing

After speaking with three citizens you can now talk to Captain Amazing. He has docked his airship on the roof of the gallery and is awaiting your visit. To reach the roof of the gallery locate the long curved ramp and climb it to initiate your chat with the captain. But watch your step. If you fall off the ramp you won't take fall damage, but you'll have to return to the start of the ramp and begin the climb all over. Once you make it to the rooftop, the captain seems to be a bit caught up in his own legendary status but still welcomes you to the International Order of Galactic Captains. He also tells you it's possible to update your wardrobe and gear by accessing the Captain Outfitter.

# Act V: Leaving Town



**Goal:** Talk to Mr. Mayor

Your visit to Adventure Town is about over, but you don't have to leave just yet. Feel free to wander around and check out some of the sights you may have missed. If you didn't view the gallery, now's a good time to check it out. Or grab some honey pots from the Beekeeper and give them to Phyrus Farmers at the town factory. Plus, there's always the Carnie and Blasto the Clown near the base of the ramp leading to Captain Amazing. When you're finished exploring, return to the central plaza where you met Mr. Mayor. He's still dancing near the fountain. Talk to him to complete this act and the adventure. Like Captain Amazing, Mr. Mayor welcomes you to the International Order of Galactic Captains. He also mentions that the Adventure Creator is now unlocked, allowing you to create your own adventures.

At the conclusion of Mr. Mayor's monologue, the adventure is complete. Your captain earns 100 Spore Points at the end of the adventure, achieving the rank of captain and the ability to unlock one of the new weapons or accessories. But make your choice wisely. You can only unlock one item from the left column of this screen. Each row represents a different archetype, beginning with the Warrior archetype at the top and the Zealot archetype at the bottom. If you unlock all four items in an archetype's row you'll gain the space ship superweapon for the corresponding archetype. For example, if you unlock the Bladed Knuckles, Plasma Pulser, Lightning Striker, and Missile Flinger weapons in the Warrior row, you'll gain the Raider Rally superweapon when playing in the Space Stage. So plan your upgrades carefully, especially if seeking to augment your existing captain's capabilities in the Space Stage. New weapons and accessories aren't automatically outfitted, so make sure to visit the Captain Outfitter to deploy newly acquired equipment.






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# Behind the Scenes

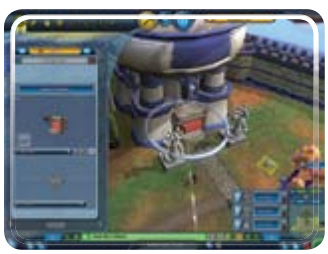
In terms of gameplay, Adventure Town is one of the simplest and most straightforward adventures available. However, there are several advanced routines at work just beneath the surface, giving the adventure its own unique charm and atmosphere. By opening Adventure Town (and other adventures) in the Adventure Creator you can poke around and discover how the developers created the various elements. Here are a few of the more interesting features in this adventure.

## Dancing Bunnies



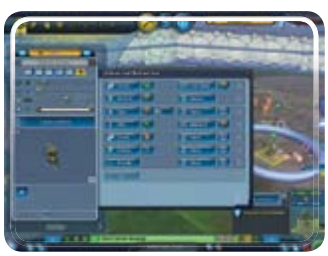
The three dancing, confetti-tossing bunnies encountered at the start of the adventure really add to the festive mood during the captain's arrival. The bunnies use advanced behaviors to remain idle and dance in place at all times—Mr. Mayor and his assistants utilize a similar routine. This keeps them in an endless dance loop near the path. So what about the confetti? The confetti is simply an effect added near the base of each bunny, making it look like each bunny is tossing confetti into the air. Like most effects, the confetti appears on an endless loop, launching skyward from its source. The Crowd Laughs sound effect is also positioned near each bunny, creating the cheering sound as your captain walks along the path. Together, the dancing bunnies, confetti, and cheering sound effect help create the party-like atmosphere intended for this story-based adventure.

## The Gallery



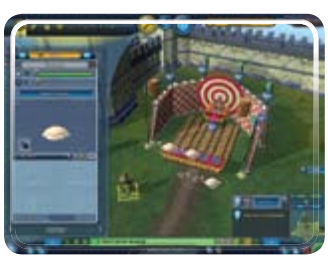
So how did they create the interior of the gallery? This is one of the most useful tricks authors can use to transition from outdoor to indoor settings. The gallery's red door is actually a disguised teleporter, separate from the gallery structure. When your captain walks into the red door he or she is teleported to a new location on the other side of the planet. Think of this new location as a secondary set. The gallery interior consists of several walls and another teleporter disguised as a red door, serving as the exit. The artifacts inside the gallery have their own text, which appears when inspected by left-clicking. Most objects can have their own *Chatter* or *Talk to/Examine* text. This allows authors to relay story information without tying it to a specific goal, useful for providing hints or a simple backstory. The gallery is also an example of how you can display your own creations. Imagine creating an adventure that's little more than an interactive museum used to showcase your own creatures, vehicles, and buildings.

## Phyrus Farmers



Like most of the inhabitants of Adventure Town, the Phyrus Farmers use advanced behaviors too. A quick glance at their routine shows that they're set to cheer at the first sight of a honey pot. They're also capable of receiving a honey pot as a gift, after which they will pass it around every 10 seconds. But if no honey pot is in sight, they'll remain sad, even after picking up their mallets. As you can see, the advanced behaviors can generate a very complex set of actions and reactions. Studying routines such as this one can help you develop your own advanced behaviors for your adventures.

## Exploding Pies

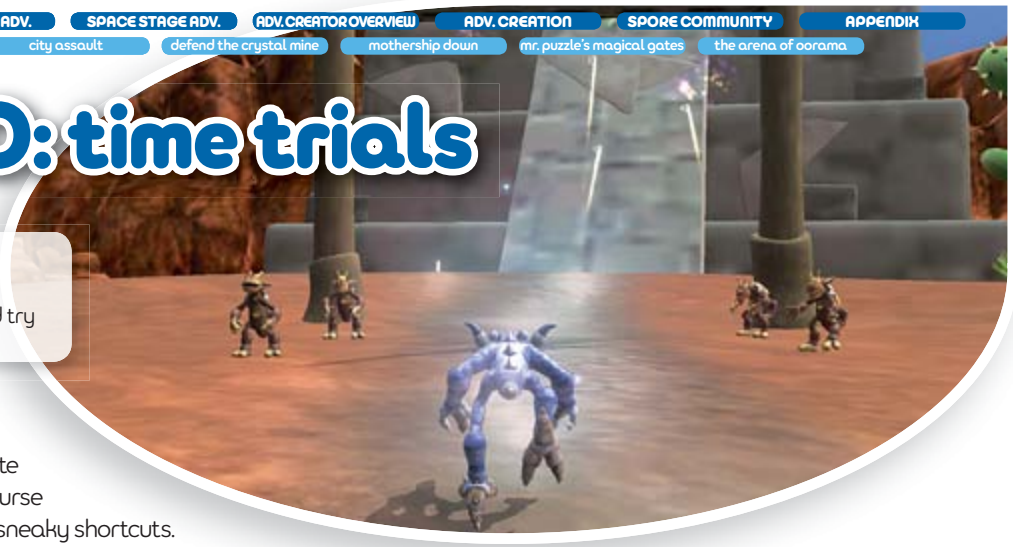


The pies at the Carnie's game are actually grenades disguised as carnival pies, much in the same way the gallery's red door is a disguised teleporter. So your captain can not only pick up one of the pies but also throw it. The pie retains the same exact gameplay functionality as a grenade but just appears as a pie. Notice that the pies are set to respawn every five seconds, ensuring your captain has plenty of ammo to toss at Blasto the Clown. But since Blasto's health is infinite, the exploding pies cause no harm. Alternatively, the damage and damage radius of the pies can be adjusted so they're harmless. It's common practice to make key characters invincible to prevent them from being killed. Since this is a story-based adventure, all characters are invincible.



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# bahaha 500: time trials



**Genre:** Uncategorized
**Difficulty:** Easy
**Description:** Hotfoot it across the desert and try to get the best time.

Feel like running a footrace? In this adventure your captain must complete a race through a sprawling desert course featuring multiple paths and several sneaky shortcuts. But this is merely a time trial, and beating the other contestants to the finish line is not required to complete the adventure. However, the adventure's completion time is recorded on the leaderboards. So try to post the fastest time possible to earn bragging rights among your buddies and others in the *Spore* community. If you're one of the fastest you might even earn a medal. Unlike in Adventure Town, you cannot select your own captain for this adventure. Instead, you take control of a creature appropriately named Racer. This purple guy is built for speed, so you have a good chance of blowing away the competition. But remember, your friends on the leaderboards are playing with the same captain, so it comes down to finding the quickest path through this course. Can you finish in under two minutes?

## Act I: Time Trials





**Goal:** Move to the Finish Line

In this adventure there is only one act and one goal—to reach the finish line. The time trial begins shortly after Racer beams down to the planet, so be ready to hit the ground running. At the starting line Racer is bunched up with five other contestants: Ace, Spike, Gramps, Tiny, and Hops. As the time trial begins, avoid colliding with the other contestants. Such collisions slow you down and may cost you a few precious seconds. Find a path to the side of the other contestants when attempting to pass.

**TIP** To maintain high speed throughout the time trial, hold down W to keep moving forward at all times. For direction control, hold down the right mouse button and gently nudge the mouse in the direction you wish to travel. Keep moving in a straight line as much as possible. Even slight deviations in your heading can cost you seconds.

Early on the pack splits into two, with Ace and Spike veering down a shortcut to the left while Gramps, Tiny, and Hops stay on the main path leading toward Big Sal's Gate. Stay on the main path for now, but look for a speed power-up just before you reach the gate. Grab this power-up to gain a temporary boost in speed. Speed power-ups are key to posting a quick time, so keep an eye open for more as you proceed through the course. Racer is the only contestant who can grab them, so don't worry about the others stealing them. With this speed power-up you should have no trouble passing Gramps, Tiny, and Hops, beating them to Big Sal's Gate.



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Immediately after passing through the gate, make a hard left. Another speed power-up is sitting on the slight hill just ahead. Grab the speed power-up and keep moving forward to a row of jump pads in front of Big Sal's Bridge. Run directly over the jump pads to launch yourself over the bridge. On the other side, run toward the ancient pyramid, but stay to the right side of it.



Move past the jar on the right side of the pyramid and climb the small hill just ahead. At the crest of the hill is another speed power-up, giving you another temporary boost. Keep moving forward and drop off the hill to reach the road in the canyon below.





After touching down on the road, turn right and follow it toward the next ancient pyramid. The path leads to another row of jump pads. Dash through the jump pads to launch Racer into the air. Upon landing, veer right to locate a cave entrance covered with a large spiderweb. Run into the cave to grab another speed power-up, but don't bother turning around—the cave is actually a shortcut to the finish line, allowing you to bypass the hut village on the main road. Move deeper into the cave. You'll eventually see daylight ahead.



As you exit the cave, turn right and rejoin the main road. By now you can hear the cheering crowd and fireworks exploding at the finish line. Simply follow the road the rest of the way and cross the finish line to complete the adventure. If you followed these steps precisely you should post a time of 1:25, give or take a few seconds. This is by far the quickest path through the course, but it's not the only one. Feel free to replay the adventure and experiment with other paths. You probably won't better your time, but you'll encounter different scenery and obstacles.

**TIP** Try following the different contestants to uncover new paths and shortcuts. Ace's path is particularly rewarding, allowing you to leap across a vast area through the use of carefully placed jump pads sitting atop tall columns.

# Behind the Scenes

This adventure is a departure from the standard fare, showcasing the flexibility of the Adventure Creator when it comes to creating unique gameplay experiences. Creating time trials such as this is relatively easy, and they invite players to replay them in an effort to better their times. This is great if you enjoy the competitive nature of the leaderboards. All it takes is one act and one *Move to* goal to create your own time trial. But while the gameplay mechanics are relatively simple, creating a compelling course with multiple paths and obstacles takes some careful planning. After all, if the race isn't fun, nobody's going to bother replaying it a second, third, or fourth time. Here are a few elements that make this adventure so enjoyable and worthy of replays.



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## The Contestants



Although this is a time trial and not a race, the addition of other contestants adds a sense of urgency to the adventure, reinforcing the theme. Plus, the other contestants can reveal different paths and shortcuts, helping guide the player into new areas with each replay. So how do the contestants know how to reach the finish line? Each contestant is assigned a unique set of waypoints through the behavior panel. Each waypoint appears as a blue goal marker along a line of blue arrows, representing the intended path for each contestant. By adding and moving waypoint markers authors can create elaborate paths for each creature to follow. While it's possible to create paths using the *Move to* option in each creature's behavior panel, the contestants in this adventure are assigned advanced behaviors telling them where to go and how to react once they reach the last waypoint at the finish line. Some idly laugh, sing, or cheer once they complete the time trial.

## Spoffit Roadblock



If you follow Ace and Spike at the start of the race, you'll eventually come across a group of five Spoffits in the middle of a road, joined by their wand-carrying Spofherd. Upon first glance, this appears as a rather benign obstacle. But as the player moves within view of the Spoffits, they begin to move around on the road, making it tough to navigate through the herd. The Spoffits use advanced behaviors to trigger this action. Although they're normally idle, the Spoffits begin a *Move to* routine once the player comes into view and return to an idle stance once the player is out of sight.

## The Dictator's Trap



A creature known as the Dictator has set a trap outside the second gate in Big Sal's area—follow Hops to encounter this treacherous attempt to stop Racer. The Dictator stands on a cliff to the right of the gate. As soon as the player comes into view he destroys a wall holding back several large boulders, sending them rolling down the slope and onto the course. If a boulder hits Racer, it can prove lethal. At the very least, the rolling boulders are a dangerous obstacle. The triggering of this event functions similarly to the wandering Spoffits on the other side of the course. The Dictator uses advanced behaviors to attack the wall as soon as the player comes into view. Once the wall is destroyed there's nothing left to prevent the boulders from rolling down the slope. Not only does this demonstrate a clever trap, but it also shows how the physics system can be used to create dynamic events with potentially lethal results.

## The Cave



One of the more interesting features in this adventure is the cave shortcut near the finish line. So how was it made? First, the designers created the walls of the cave, using various rock pieces. This helped define the path, much like the other paths and valleys throughout the course. With the path in place, other stone pieces were placed over the top of the path, creating the cave's ceiling. By selecting an object and holding down Ctrl you can move the object along its z-axis. This allowed the placement of the rock pieces that make up the ceiling of the cave. Such placement is useful when you don't want an object to snap to the surface of the planet. It can also be used to sink objects into the surface. The spiderwebs covering the entrance and walls of the cave are simple effects. Effects have no programmed collision, allowing the player to walk through them, much like a real spiderweb.



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# city assault



**Genre:** Attack

**Difficulty:** Moderate

**Description:** You are a member of the FlooBiddy Flob Nation. Your sworn enemies, the Snorgons, have invaded your city. They have sent swarms of troops and powerful ships. Destroy their city before yours is destroyed.

City Assault is an action-packed adventure putting you in control of a FlooBiddy soldier caught in the middle of an epic conflict. Your FlooBiddy Hero is loaded with several new weapons and accessories, including the Toxic Crystal, Hypnomelder, Plasma Pulser, Jump Jet, and Power Shield. So if you're not familiar with these new items, play this adventure to try out the equipment in a very hostile environment. The FlooBiddy Hero is a perfect example of how powerful a captain can become with the right mix of gear.

## Act I: Invasion!



**Goal:** Destroy 5 Big Evil Keeps

**Goal:** Defend 1 Bio Home

**Goal:** Destroy 1 Evil City Spire

In this adventure there is a single act with three concurrent goals. The FlooBiddy soldiers must destroy the five Big Evil Keeps and the one Evil City Spire in the Snorgon city while defending the Bio Homes in their own city—at least one Bio Home must survive to successfully complete this adventure. At the start of the adventure, both sides start in or near their respective cities. Follow your fellow FlooBiddy soldiers out into the no-man's land between the two cities. Here you'll encounter the first wave of Snorgon soldiers.

**NOTE** The Snorgon Ships pose the biggest threat to your city, bombarding the outer wall and interior structures from the sea. If you choose to stay back and defend the city, the Snorgon Ships can be blasted from the shore with your Plasma Pulser. However, these three ships respawn and continually attack the city throughout the battle. It's entirely possible to play this adventure as the defender. Your comrades are very competent and completely capable of wiping out the Snorgon city on their own. But it may take a long time without your assistance. So if you're trying to post a fast time for this adventure on the leaderboards, always go on the offensive. You can usually take out the required structures in the Snorgon city before your own city is reduced to rubble.



If you haven't already, assume a combat stance and select the Plasma Pulser weapon—press 4. The Plasma Pulser's plasma blast is the most effective weapon in your arsenal, allowing you to engage enemies at long range. It's also very powerful, requiring only a couple of blasts to eliminate each Snorgon soldier. But the Plasma Pulser won't work at close range, so rely on the Toxic Crystal during melee combat. This weapon poisons its victims, slowly draining their health.





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Defensively, the Power Shield produces a force field that prevents you from taking direct damage. Instead of damage being drained from your health, all incoming damage depletes your energy meter. If your energy meter is completely depleted, the Power Shield fails and all further damage reduces your health meter. So keep an eye on your energy meter throughout the battle. If it gets low, retreat and take a break from combat until it has the chance to regenerate. There are also energy power-ups at both cities, useful for instantly replenishing your energy meter. If you find yourself overwhelmed by enemy forces, activate the Jump Jet to fly to safety. However, the Jump Jet requires an enormous amount of energy, so use it sparingly.

**TIP** Low on health or energy? Multiple health and energy power-ups can be found within the walls of the FlooBiddy city. In the Snorgon city a health and an energy power-up are near the dock, outside the city wall on the right. Another energy power-up is on the opposite side of the city, just outside the wall.



The Snorgon soldiers continually respawn outside their city's entrance, so there's no need to hold the ground outside the city. Once you've cleared a path into the Snorgon city, dash in and start attacking the critical structures. In addition to the Snorgon soldiers, the enemy city is defended by stationary turrets placed near the entrance and within the city walls. These turrets continually fire missiles at you and your comrades, so take them out as soon as they're within range of your Plasma Pulser—all it takes is a couple of shots to blow them up. Fortunately, they don't respawn once destroyed.



Inside the Snorgon city there are more threats to deal with. In addition to the Snorgon soldiers spawning outside the city's main entrance, three Snorgon Champions guard the city's other entrances to the sides and rear. The Snorgon Champions are massive warriors and will attack as soon as you step into view. Instead of blasting them, use the Hypnomelder's Mind Meld attack to temporarily brainwash these huge thugs. While under the influence of the Mind Meld, the Snorgon Champions will act friendly toward you and your allies, instantly attacking anything that attacks you. This buys you a few seconds to attack the Big Evil Keeps and Evil City Spire while the Snorgon Champion serves as your bodyguard. But the Mind Meld eventually wears off, prompting the Snorgon Champion to resume his hostilities toward you. Simply hit him with another Mind Meld attack to turn him back to your side. This is the best way to deal with these frightening brutes. Like the Snorgon soldiers, the champions continually respawn on the city's perimeter. So even if you've killed all three, be prepared to face more.

**TIP** Don't bother attacking the Snorgon citizens. They pose no threat to you and flee if attacked. Instead, focus on destroying structures.



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To complete the critical goals you must destroy the five Big Evil Keeps and the Evil City Spire, the towering structure located in the center of the Snorgon city. Attacking structures is just like attacking a creature. For best results hit the structures with your Plasma Pulser for optimal damage. But be ready to defend yourself if you come under attack—chances are the Snorgon soldiers and champions won't leave you alone as you lay waste to their city. Once all six structures are destroyed the adventure is declared a success.

## Dizzy's Horn and the Popper Tribe



Amid the chaos of the raging battle is a small optional side quest you can complete to gain the assistance of the nearby Popper tribe. On the seaside dock outside the Snorgon city wall is a small object called Dizzy's Horn. It can be picked up and carried to the Popper tribe. However, grabbing the horn isn't without danger. Its proximity to the Snorgon city may cause a champion to chase you down. The Snorgon fleet also spawns nearby and may attack. So grab the horn and escape, preferably with your Jump Jet.



The Popper tribe's camp is on the opposite side of the battlefield. Return to the no-man's land between the two cities and look for a narrow dirt trail near the Spice Derrick. Once you enter the Popper tribe's camp, the Poppers will follow you as long as you're holding onto Dizzy's Horn. The Poppers aren't big fans of the Snorgons either and will attack them on sight. However, the Poppers aren't very effective combat units. At the best, they serve as a distraction, occupying Snorgon soldiers. Furthermore, you can't perform any attacks while holding Dizzy's Horn. Ultimately, employing the help of the Poppers isn't a very effective tactic, but it is available if you're interested in leading a small army of cute creatures into battle.

# Behind the Scenes

Want to create an epic battle? If so, City Assault is an excellent adventure to study. It includes all the elements required to create a basic attack-and-defend-style adventure, complete with two huge autonomous armies. It also demonstrates the power of assigning teams to the various cast members to create enemies and allies.

## The Armies



At the core of this adventure are the FlooBiddy and Snorgon armies. Both sides use advanced behaviors to carry out their set of orders. First of all, cast members are assigned teams to create their innate hostility toward each other, with the FlooBiddy soldiers on the yellow team and the Snorgon soldiers on the red team. In the advanced behaviors panel both sides are instructed to attack anything that attacks them. Next, they're told to attack anything on the opposing team—the critical structures are also assigned teams, making them potential targets. They're also capable of receiving gifts, just in case you want to hand them Dizzy's Horn—the only object that can be picked up in this adventure. Finally, they're given a patrol order, sending them into the opposing team's city. If you study the patrol patterns of each soldier, they perform a basic movement pattern past all the key structures in the enemy's city. Since they're ordered to attack anything on



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the opposing team, they'll automatically attack these structures as they move along their route. Each soldier is also set to respawn. However, the FlooBiddy soldiers respawn every five seconds while the Snorgon soldiers respawn every 20 seconds. The difference in respawn times was a balancing decision, giving the player's team a slight advantage. Adjusting these respawn times (or the number of soldiers on each side) is a good way to make the adventure easier or more difficult.

## Destroy/Defend Goals



There are three basic goals at work in this adventure. Including both *Destroy* and *Defend* goals in the same act creates a greater sense of urgency, immediately challenging the player to make a major decision. Should you hold back and defend or take off and attack the Snorgon city? The way the adventure is created the player can win by doing either, thanks in large part to the autonomy of the other FlooBiddy soldiers programmed to attack all Snorgon units and structures. Providing multiple paths to victory is the sign of a well-designed adventure. This is also a good way to set complex victory conditions. In this case, the FlooBiddy army must eliminate all six of the Snorgon structures while the Snorgon army must eliminate all of the FlooBiddy Bio Homes. The number of structures that must be destroyed can be adjusted in the Goal panel. If you want to make it more difficult, edit the *Defend* goal so three Bio Homes must be defended instead of one. Or if you want to make it easier edit the *Destroy* goal so only three out of the five Big Evil Keeps must be destroyed.

## The Snorgon Fleet



The FlooBiddy city is sitting on a peninsula, making it extremely vulnerable to naval bombardment. If the Snorgon army wins this battle, they'll have their fleet to thank for dishing out the bulk of the damage. The fleet consists of three ships that spawn near the Snorgon city's dock. Unlike the soldiers, the ships don't use advanced behaviors. Instead, they're simply set to an aggressive behavior with a simple *Move to* command with waypoints tracing the peninsula's shore. The ships have no direct order to attack the mission-critical Bio Homes. Since they're on the red team, they automatically attack any FlooBiddy (yellow team) unit within range, starting with the city's wall. Once the wall is demolished they bombard the structures, including the Bio Homes. While the ships are relatively easy to destroy, they respawn every 20 seconds, ensuring a perpetual bombardment of the city. Even without advanced behaviors, this shows how effective vehicles (or creatures) can be simply by setting their team, behavior, and movement.

## Citizen Behavior



The citizens in both cities don't play a major role in this adventure, but their panicked behavior definitely adds to the chaotic atmosphere. These routines are generated through the advanced behaviors panel. Consider importing this same routine into your own adventures when you need ancillary cast members to run around while scared out of their wits. First, the citizens are programmed to flee whenever attacked. Next, they're instructed to become scared at the first sight of an enemy unit. Otherwise they're available to socialize and receive gifts while performing a patrol pattern. The citizens also have scripted chatter, giving their panicked emotions a voice as dialogue bubbles appear above their heads.



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# defend the crystal mine



**Genre:** Defend
**Difficulty:** Hard
**Description:** Crystal monsters are attacking! How long can you survive?

Are you ready for a tough fight? Reminiscent of a sci-fi/horror movie, this adventure pits Dango against wave after wave of ravenous Crystal Hounds, Ice Stalkers, Scavengers, and Crystal Golems seeking to destroy the Crystal Mine's primary generator. If the creatures succeed, the adventure is declared a failure. Defending the generator requires quick reactions and sound tactics, so if you think you've got what it takes, give this adventure a shot. But be prepared to replay it often.

## Act I: Crystal Hounds



**Goal:** Defend the Primary Generator

**Goal:** Kill 10 Crystal Hounds

There isn't much time to waste as this adventure begins. The first wave of Crystal Hounds is on the way and heading straight for the generator. But take a couple of seconds to review Dango's weapons before charging into battle. Dango is armed with the Bladed Knuckles, ideal for close-quarters melee fighting. One attack with these blades can kill multiple creatures with one swipe, assuming they're in a tight pack. For ranged combat, Dango's Missile Flinger weapon can also eliminate multiple enemies, thanks to the weapon's large splash damage. So assume a combat stance and get ready to fight as the first Crystal Hounds rush into view.



If you haven't already, locate the generator and don't wander too far from it. The other miners are armed with weapons similar to Dango's and are capable of wiping out several Crystal Hounds on their own. So hold back near the generator and blast any creatures that break through the first line of defense. Missile attacks are the most effective against these charging beasts. For best results, try to target clusters of Crystal Hounds to maximize damage. If they're grouped in a tight pack it's possible to take out two or three of these creatures with one missile attack. Avoid using the grenades or shooting the explosive barrels for now—they're much more useful later on as the attack intensifies.



If any of the Crystal Hounds pass you, be ready to engage them before they can dish out too much damage to the generator. If you're not careful, they'll slip past you and gather around the base of the generator while clawing at it. Clear them away from the generator as quickly as possible. If you're several meters away, hit them with missiles. Otherwise, close in and attack them with the Bladed Knuckles. The generator is very fragile, so if you don't clear the creatures away quickly it may be destroyed, bringing the adventure to an abrupt conclusion. Make a habit of patrolling around the generator to ensure no enemies are hiding behind it.

**CAUTION** In the first wave you're tasked with killing 10 Crystal Hounds. However, there are 14 total. So even if you've completed the goal, there may be as many as four more wandering around as Act II begins; check around the generator to locate any stragglers.



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# Act II: Ice Stalkers



**Goal:** Defend the Primary Generator

**Goal:** Kill 15 Ice Stalkers

After you eliminate the first wave of Crystal Hounds, Act II begins, requiring you to take on 15 Ice Stalkers. The Ice Stalkers perform similarly to the Crystal Hounds, charging directly for the generator so they can attack it with their claws at close range. Fire missiles at the incoming horde in an attempt to destroy multiple targets as they're bunched up in tight packs. If necessary, target some of the explosive barrels to trigger large explosions. Avoid targeting Ice Stalkers your fellow miners have already engaged. Instead, go after the ones heading for the generator. Once the generator is secured, hunt down any stragglers until all 15 Ice Stalkers are eliminated. Ice Stalkers (and all other goals) appear on the minimap as blue crosshairs icons. If you're having trouble finding them, refer to the minimap to hunt them down.

**TIP** Various power-ups lie scattered around the mine facility. The health and energy power-ups respawn every 20 seconds, so feel free to grab them at any time, preferably at the end of each act. However, the armor, speed, and damage power-ups don't respawn once picked up. These power-ups can come in handy during Acts IV and V, so consider saving them for later.



# Act III: Scavengers



**Goal:** Defend the Primary Generator

**Goal:** Kill 5 Scavengers

**Goal:** Kill 10 Ice Stalkers

The next wave consists of five Scavengers and 10 Ice Stalkers. The Scavengers are the fiercest of the creatures you've encountered thus far. They're very fast, matching the speed of Dango and his comrades. This can make them difficult to target and outrun. They're also equipped with Plasma Pulser weapons, allowing them to perform ranged attacks on the generator and your allies. Scavengers are roughly the same purple color as the Ice Stalkers, making them a bit difficult to pick out of a crowd of charging critters. But they are a bit taller than their purple friends, so try to pick them off first before going after the Ice Stalkers. Once again, rely on missile attacks to wipe out large clusters of these enemies. Targeting explosive barrels can also be very effective.

**TIP** The speed power-ups are useful when confronting the Scavengers, providing a temporary speed burst. Use this to keep your distance from the charging Scavengers while backpedaling. This makes it easier to target them with missiles. If they get too close, missiles can't be fired, forcing you to attack with the Bladed Knuckles.



# Act IV: Blitz!



**Goal:** Defend the Primary Generator

**Goal:** Kill 10 Crystal Hounds

**Goal:** Kill 5 Scavengers

Following the defeat of the Scavengers and Ice Stalkers you're faced with another wave of 15 enemies, this time consisting of 10 Crystal Hounds and five Scavengers. The Scavengers remain the most threatening of these creatures; however, don't get sidetracked by chasing them down. If ignored, the Crystal Hounds will charge the generator and reduce it to rubble within a matter of seconds. So consider holding near the generator and attacking any creatures that get too close for comfort. Don't worry about prioritizing targets by type—just hit anything that approaches the generator. As in Act I, check behind the generator for any Crystal Hounds that may be out of your line of sight.



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**TIP** Don't forget to utilize the grenades lying on the ground near the three crystal processor structures—there are nine grenades total. These hand-tossed explosive weapons are useful for targeting the explosive barrels at the beginning of an attack, preferably when the enemies are clustered together. Grenades are not much more powerful than your missile attack, but unlike with the missiles, which require a recharge period in between shots, you can toss two grenades in quick succession. So grab two grenades in between waves and toss them at the first creatures that come into view. Follow your grenade tosses with a missile attack. This allows you to unleash three large explosions within a short span of time, often with devastating results.



# Act V: Crystal Golem

**Goal:** Defend the Primary Generator

**Goal:** Kill 2 Crystal Golems

**Goal:** Kill 8 Scavengers



For the finale, Dango and his surviving comrades face off against eight more Scavengers and two massive Crystal Golems. The Scavengers are significantly faster than the Crystal Golems, an attribute that works to your advantage. Although they start in the same area, the Scavengers charge ahead while the Golems struggle to keep up. This allows you to deal with the Scavengers first. Hold back near the generator and wait for them to approach, then hit them with a volley of grenades and missile fire. If you haven't already, grab the damage power-up to increase the damage output of each attack. If you're quick (and accurate) you can wipe out all eight Scavengers before the Crystal Golems even reach the outskirts of the mine.

Once the Scavengers are down for the count, go after the Crystal Golems. Despite their size and menacing appearance, these giants aren't as tough as they look. Nevertheless, it's a good idea to keep your distance. Furthermore, it's important to keep them away from the generator, even if it means getting them to chase you. Missile attacks are the most effective way to take these guys out, allowing you to stay outside the range of their devastating melee attacks. All it takes is a couple of missile hits to kill one, or only one missile hit if the damage power-up is still in effect. Once the Crystal Golems and all Scavengers are eliminated, the generator is safe and the adventure is a success.



# Behind the Scenes

If you're looking for a good template to follow when making a defense-oriented adventure of your own, this is a good one to study. In particular, it showcases some of the tricks for triggering different waves of attackers throughout multiple acts.

## Compact Design



The action in this adventure takes place in one small area centered around the Crystal Mine. If you zoom out in the editor you can see that the entire adventure is set in a small valley on the icy planet. The valley is surrounded by steep impassable cliffs. This is a great example of how the designers used terrain to channel the gameplay. While it's unlikely a player will wander off during this adventure, setting the action here helps focus the gameplay on this one compact area. Even if players want to wander off, they'll never get too far from the action. When creating your early adventures try setting them in similar valleys, or perhaps on an island. Such small spaces are easier to manage for beginning designers. Plus, it makes for a more focused gameplay experience. After all, there are few times when you'll want your players to wander all over a planet.



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## Deep Editing



So how did the designers create the different waves of attackers? Through the use of deep editing, designers can choose when they want certain cast members to appear. To choose whether a cast member is shown or hidden, open its behavior panel. At the top of the behavior panel is the deep editing toggle switch. This allows authors to alter attributes throughout the various acts. For example, if you want a creature to be peaceful in the first act and aggressive in the next act, this is what you'd use to make those changes. The arrows next to the deep edit switch allow you to cycle through the acts and alter the cast member's attributes for each. In this adventure, the show/hide property is the only attribute altered from one act to the next. Open the behavior panel for the Crystal Golem. As you cycle through the first four acts, notice how the Crystal Golem is set as hidden, indicated by the closed eye icon next to its portrait. But as you advance to Act V, the icon changes to an open eye, indicating the Crystal Golem is shown. At this point in the adventure, the Crystal Golem appears and begins its routine.

## Crystal Monster Behavior



All the crystal monsters are governed by a very simple set of behaviors instructing them to advance on the mine and attack the generator. First of all, the monsters are set to the red team, putting them in opposition to the player's yellow team. Next, their behavior is set to Aggressive, causing them to attack any yellow team cast member they encounter along the way. Finally, they're given a *Follow* movement order, sending them toward the generator. This is a clever way to make a cast member move to a particular cast member, even if it is a stationary object such as the generator. Since the generator is set as a member of the yellow team, the monsters will automatically attack it once they're within range.

## Balancing with Power-Ups



Combat-oriented adventures are the toughest to balance, especially ones involving so many different units. Plus, it's difficult to predict the skill level of the players tackling your adventure, making it tough to determine whether it's too hard or too easy. One helpful way to balance an adventure is by providing power-ups. In this adventure a variety of power-ups are offered to aid struggling players during this siege. Some players may finish this adventure without needing any of the power-ups while others may need to use all of them. Providing such flexibility ensures players of different skill levels can enjoy (and complete) your adventures.



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# mothership down



**Genre:** Quest
**Difficulty:** Moderate
**Description:** Destroy the enemy's mothership, which hovers over a hotly contested battlefield.

In this adventure you play as Soldier Z 15, an elite warrior of the Alpharon Empire, equipped with both Bladed Knuckles and Plasma Pulser weapons. An Alpharon dropship has crash-landed on a Braxoid-controlled planet, and the survivors are pinned by enemy troops beamed down from a large enemy mothership hovering above the battlefield. It's up to you to infiltrate and destroy the Braxoid mothership. With the Braxoid mothership out of the picture, a rescue attempt can be initiated to evacuate your comrades. So get ready for a mix of combat, stealth, and puzzle-solving in this epic adventure.

## Act I: Briefing



**Goal:** Talk to the Alpharon Commander

You don't have to move to fulfill the first goal of this adventure—the Alpharon Commander is standing right next to you. Talk to the commander to get your orders. He quickly summarizes the situation and feels the only solution to the predicament is the destruction of the Braxoid mothership. The mothership has essentially blockaded the planet, preventing the Alpharon fleet from approaching. But sabotaging the enemy mothership won't be easy. The commander suggests infiltrating the nearby Braxoid fortress. Perhaps you'll find a way to reach the mothership from there?

## Act II: Infiltrate



**Goal:** Move to the Teleporter

There are several ways to reach the Braxoid fortress. You can fly over the wall using your Jump Jet, but doing so expends a large amount of energy. Such a high-profile assault may also draw the attention of Braxoid snipers positioned along the fortress wall, not to mention missile fire from the intimidating Deathstalker vehicles patrolling the battlefield. To avoid getting blasted out of the sky, opt for a stealthy approach. After the briefing, move past the Alpharon Commander and fly between the rocky pillar and cliff on the right, dropping to the ground between the two.

**CAUTION** The narrow path leading to the Braxoid fortress is lined with mines. Yet another reason to avoid a frontal assault.



Once on the ground, hold for a few seconds and watch for enemy units to the left. If any Deathstalkers are nearby, wait for them to move away from your position before moving out. Once it's clear, proceed on foot toward the Braxoid fortress while hugging the steep cliff wall on the right. As the steep cliff gives way to a gradual hill on your right, climb the slope while continuing toward the fortress wall. You'll eventually come to a spot where there's a small gap between the cliff and the wall, allowing you to sneak into the fortress without raising any suspicions.

**TIP** If you take damage while advancing to the Braxoid fortress, there are health and energy power-ups on the plateau outside the fortress wall. Use your Jump Jet to reach them, but beware of incoming sniper fire.



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Inside the fortress, the mothership portal is blocked by a red gate. To get past the red gate you must acquire the red key lying on the tarmac a few feet away. However, this area is guarded by a Braxoid guard and Braxnor, a huge Braxoid soldier armed with Bladed Knuckles and a Plasma Pulser. If you can't see the key, look for the Braxoid guard—sometimes he's holding it. You're finished sneaking around—it's time to fight!



Outside the mothership portal there are several explosive barrels. Assume a combat stance and target these barrels with your Plasma Pulser, preferably before you're spotted by the guard and Braxnor. Destroying these barrels can set off a chain reaction of explosions, killing (or at least injuring) Braxnor and the guard. Braxnor is the toughest of these two enemies and requires your full attention. Keep moving and targeting the explosive barrels.



Once the barrels are gone or too far away to inflict damage, attack Braxnor directly with your Plasma Pulser weapon. But remember, he has a Plasma Pulser too, and getting into a duel with him could be a losing proposition. But if he's taken heavy damage from the exploding barrels, you should be able to survive long enough to take him out. Otherwise, retreat and seek out a health power-up—there's one behind the mothership hangar, just beyond the fortress wall. Once you're refreshed, resume the attack against Braxnor until he's down for good.

**TIP** It's possible to fire your Plasma Pulser and other projectile-based weapons while flying with the Jump Jet. First, select your target with the mouse. Next, click on the *Plasma Blast* attack in the Combat Stance menu. If you press [4] instead, the Plasma Pulser won't fire. You must click on the *Plasma Blast* attack button in the Combat Stance menu to initiate the attack. If you choose to fly and attack during this fight, maintain a low altitude to stay within range of your target—this is a good way to destroy the exploding barrels without getting caught in the blast. If you fly too high you may come under attack by the Braxoid snipers positioned along the fortress wall.



Now that the path is clear, grab the red key and approach the red gate. The gate's force field disappears as you draw near with the red key in hand. Now you can access the teleporter inside the mothership portal structure. Step onto the teleporter to board the mothership.

# Act III: Sabotage



**Goal:** Destroy the Main Reactor Core

Once on board the mothership, heal by grabbing the health power-up next to the teleporter—after the fight with Braxnor, you probably need it. Now scour the halls of the mothership to locate the main reactor core. Destroying it will blow up the ship, clearing a path for the Alpharon fleet. Braxoid Techs wander around the interior of the mothership. These techs are not armed and they won't attack you, but they do warn you to stay away from the reactor core. Since they don't pose a threat, don't bother shooting them.



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Follow the main corridor to the reactor core, ignoring the two passages on the right along the way. If you get lost, reference the minimap to get back on track. When you reach the reactor core, target it with your Plasma Pulser—it takes four shots to knock it out. Once it explodes, be ready to move out!

## Act IV: Escape



**Goal:** Move to the Teleporter

Destroying the reactor core initiates a countdown sequence giving you 45 seconds to escape the mothership before it explodes. A teleporter is your only chance of escape. However, the teleporter used for the escape is different from the one you arrived on. Can you find it in time? Follow these directions. From the reactor core, turn around and head down the hall, taking the first left.



Dash down the new corridor and take the first right. This windy passage leads to the teleporter. Step onto the teleporter to escape the mothership before time runs out!

## Act V: Triumph!



**Goal:** Talk to the Alpharon Commander

The teleporter transports you to the same cliff where you began the mission just as the mothership explodes above the battlefield. To wrap up this adventure speak with the Alpharon Commander. He's ecstatic over your success and informs you that a rescue ship is on the way. Great job!

## Behind the Scenes

In Mothership Down, the player is asked to complete a variety of goals in a classic quest-style adventure. At the beginning, the quest is given by a key character (the Alpharon Commander) with a problem that must be solved. To solve this problem the player must overcome a variety of obstacles, eventually destroying the Braxoid mothership. Upon the completion of the goals, the player then returns to the quest giver to conclude the adventure. If you're interested in creating quests, consider following this basic structure with the quest giver's briefing and debriefing serving as narrative bookends. But there's much more on display in this adventure than the familiar structure of its acts.



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## The Battle



The fight between the Braxoid and Alpharon soldiers isn't the key focus of this adventure, at least from the player's standpoint. However, it plays a key role in reinforcing the story and establishing atmosphere. Plus, it looks really cool to watch both sides fight! As in City Assault, there are two sides in this battle with the Alpharon soldiers and tanks on one side of the battlefield and the Braxoid troopers and Deathstalkers on the other side. Each side uses teams, aggressive behavior, and respawning to continually fight each other throughout the adventure. But take a close look at the Braxoid troopers' behavior panel. Notice how their health drops to zero in Act IV, when the mothership's main reactor core is destroyed—this is accomplished through deep editing. At this point the Alpharon soldiers are able to gain an upper hand, facing off against the remaining Deathstalkers. Most players probably won't notice these small details, but it's a nice touch, especially since it ties in with the story. As the Alpharon Commander predicted, the destruction of the mothership prevents the Braxoid troopers from beaming down to the planet, reflected by their inability to respawn in Acts IV and V.

## The Mothership



Did you know there are actually two motherships? First there's the mothership hovering above the battlefield—this is actually two buildings combined to resemble a massive spaceship. Then there's the mothership's interior, a separate location created on the opposite side of the planet. Like the gallery in Adventure Town, the teleporter at the Braxoid fortress sends the player to this location, creating the illusion that the player is aboard the mothership. After the player destroys the reactor core and escapes, the exterior mothership's health is reduced to zero in Act V, causing it to explode—some cluster bomb effects add to its dramatic destruction. These explosions are visible as the player returns to the Alpharon Commander's position, helping sell the fiery finale.

**TIP** The mothership's interior was created with series of wall and ceiling pieces. When creating interiors always start with the floor and walls, sort of like constructing a maze. Next, add any objects inside, such as the teleporters and reactor core. Hold off on the ceiling until the very last, because once it's in place it's difficult to add or edit anything else.

## Holographic Displays



Inside the mothership are a few control panel displays projecting holographic images. How'd they do this? The control panels are basic objects found in the Buildings palette and placed along the mothership's interior walls. The holographic images they project are separate effects, including one showing a rotating planet, another depicting a rotating strand of DNA, and a close-up image of an atom. These effects are placed directly in front of each control panel screen, making it appear as if they're being projected by the device. This simple combination of two cast members goes a long way in creating a very technical and sci-fi atmosphere inside the mothership.

## Countdown Timer



After destroying the reactor core, a countdown timer commences, requiring the player to reach the teleporter within 45 seconds. If that doesn't happen, the adventure ends in failure. Timed sequences are easy to replicate simply by placing a time limit on the selected act. In this case the goal in Act IV must be completed within 45 seconds. As long as the goal is completed within that time limit, advancement is allowed to the next act. The time limit feature works particularly well in this adventure because it seconds as a countdown timer, ticking away the seconds until the mothership explodes. When implementing a time limit, try to incorporate a story element to help explain why time is such a critical factor.



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# mr. puzzle's magical gates



**Genre:** Puzzle
**Difficulty:** Moderate
**Description:** Mr. Puzzle challenges you to a test of wits. Can you retrieve his Mystery Key?

In this unique adventure, Puzzley McPuzzleson must retrieve Mr. Puzzle's Mystery Key from a complex maze consisting of colorful magical gates. It's your job to guide Puzzley through this maze by choosing the correct colored keys to open the appropriate magical gates in each chamber. If you choose the right keys and path, you'll reach the Mystery Key at the exit in no time. But if you make a wrong turn, or choose the wrong combination of keys, you may find yourself hopelessly lost in Mr. Puzzle's cheerful labyrinth.

## Act I: Meet Mr. Puzzle



**Goal:** Talk to Mr. Puzzle

Upon your arrival on the planet's surface, move toward the large carnival-like tent in the middle of the desert. Mr. Puzzle stands at the entrance of his colorful Mystery Tent. Chat with Mr. Puzzle to get your instructions. Speaking in rhymes, Mr. Puzzle challenges you to retrieve a key from his tent. Once his speech is over, Act I is complete and the search for the Mystery Key has begun. Start off by walking into Mr. Puzzle's tent.

## Act II: The Mystery Key



**Goal:** Hold the Mystery Key

Walking into the tent causes Puzzley to materialize at the beginning of the maze. In this first chamber blue and green keys lie on the ground just ahead. Walk over to the keys and pick them both up, carrying one in each hand. Throughout this challenge it's important to carry two keys around at all times, otherwise you may get stuck and be forced to backtrack, potentially losing track of your whereabouts. With both keys in your possession, walk toward the blue magical gate straight ahead. As you pass through the gate, the blue key disappears from your hand. The keys are used to open these colored gates. Blue keys open blue gates, red keys open red gates, and so on.



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In the next passage there is only one blue key on the ground. While still carrying the green key, grab the blue key and approach the green gate at the end of the passage. As you enter the adjoining chamber, the green key disappears from your hand, leaving you with only the blue key in your possession. Beyond this point you will not need to pick up any more green keys or pass through any green gates.



Up until this point the puzzle has been completely linear. But things are about to get much more complex. In the third chamber there are two new keys on the ground and two more gates. Which way to go? Before approaching the red or blue gate ahead, focus on which key to pick up. Right now you have a blue key in your hand, so you can only pick up one of these two keys—grab the red one. Now that you have red and blue keys in your possession, turn right and pass through the blue gate.



As you enter the adjoining chamber there's a yellow key on the ground and yellow and green gates lining the walls. While still holding the red key, grab the yellow key and pass through the yellow gate.

**TIP** The colored force fields over each gate are transparent. If you get lost, peer through the force field to get an idea of what color the gates are in the adjoining chamber(s). This can help you decide which key to pick up next.



You're now near the center of the maze, and at a critical junction. In this chamber there are three new gates to choose from and two more keys (green and blue) on the ground. Keep the red key in hand and grab the blue key from the ground. Next, turn right and pass through the red gate.



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Key selection is simple in the next chamber, as there's only one red key on the ground. However, there are yellow, green, and blue doors to choose from—you can only go through one of them. While still holding a blue key, add the red key to your collection, then turn left and pass through the blue gate.

**TIP** If you accidentally pick up the wrong key, click on the key in Puzzley's hand that you wish to drop.



You're finally nearing the Mystery Key's location and the maze's exit, indicated by the yellow column of light in the distance to the right. However, don't get too excited. The next few moves are very critical. In the new chamber there are yellow and blue keys on the ground with yellow, red, and green gates to choose from. Keep the red key in one hand while grabbing the yellow key with the other, then move straight ahead, passing through the red gate.



The Mystery Key is only a couple of chambers away, so be careful not to make a flawed move. Here there are yellow and green keys on the ground flanked by yellow and green gates. With the exit in view, the choice is easy. Keep the yellow key in hand while picking up the red key. Next, turn right and pass through the yellow gate.



In the next chamber there's only one blue key on the ground, but you won't need it—the Mystery Key is in the adjoining chamber and you already have a red key to access it. Veer left and pass through the red gate to reach the maze's exit. Lying on the ground is the Mystery Key. Be sure to grab it before heading for the exit—you can't exit the maze until the Mystery Key is in hand.



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# Act III: Superlative Job!

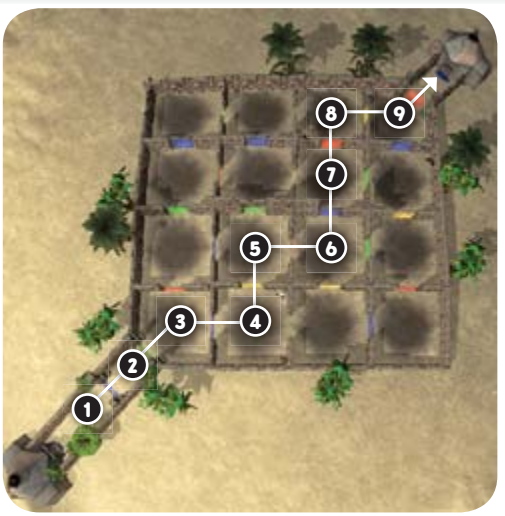


**Goal:** Give the Mystery Key to Mr. Puzzle

**Goal:** Talk to Mr. Puzzle

After exiting the maze you appear outside the Mystery Tent where Mr. Puzzle is cheering your return. Hand the Mystery Key to Mr. Puzzle to complete the first goal, then talk to him to finish the adventure. Now that you've been through the puzzle once, go through it again in an attempt to improve your time.

## Mr. Puzzle's Cheat Sheet




**Want to rush through this adventure as quickly as possible? Follow this map and these streamlined directions describing which keys to pick up and what gates to pass through.**

### Maze Directions

| Chamber | Key(s) to Pick Up | Gate to Go Through |
|---|---|---|
| 1 | Blue, Green | Blue |
| 2 | Blue | Green |
| 3 | Red | Blue |
| 4 | Yellow | Yellow |
| 5 | Blue | Red |
| 6 | Red | Blue |
| 7 | Yellow | Red |
| 8 | Red | Yellow |
| 9 | N/A | Red |

# Behind the Scenes

Of all the Maxis-created adventures this is one of the most unique, showcasing how complex mazes and puzzles can be created with a few simple objects and gameplay elements. However, constructing tight, brain-busting puzzles such as this one takes some serious planning and plenty of testing. This adventure also features a great deal of polish. Here's a look at some of the more advanced elements.

## Mr. Puzzle



Throughout this adventure Mr. Puzzle stands outside his Mystery Tent, displaying a variety of cheerful emotions during the various acts. His ever-changing reactions are governed by advanced behaviors and deep editing. Let's take a closer look at his routines in each act. In Act I, Mr. Puzzle is set to remain idle and display a greet emote when he becomes aware of the player. Otherwise he dances in place. At the start of Act II, after speaking with Puzzley, he stands in place and laughs on an endless loop. Once Puzzley has returned with the Mystery Key in Act III, Mr. Puzzle is set to receive the key or pick it up if it is dropped. He's also set to cheer when he becomes aware of the player. Although these reactions are minor and relatively simple, it illustrates the power of advanced behaviors when combined with deep editing. This is useful when you want characters to react differently throughout the course of an adventure.



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## Snappy Dialogue



Mr. Puzzle's appearance and behavior aren't the only memorable things about him. His rhyming dialogue also provides a nice touch to the adventure. You can review his dialogue in the *Talk to* goal text. Accompanying each speech bubble is an emoticon controlling the way Mr. Puzzle delivers each line, alternating between happy and neutral. But the most important part of the delivery is the words themselves. Writing clever dialogue is a great way to make an adventure stand out from the crowd. After all, dialogue is the only way you can relay story information once the adventure has begun. So take some time when writing your dialogue—and don't forget to spell check. If you're serious, write your dialogue in a word-processing program first, then copy and paste it into your adventure once you've corrected any spelling or grammatical errors.

## Maze Teleportation



Some of the previous adventures have used teleporters to slyly move players from one location to another. The same concept is used to move Puzzley back and forth between the Mystery Tent and the maze, creating the illusion that the player is entering and exiting the tent—the maze is actually located on the other side of the planet. In Act II Puzzley enters the tent and is transported to the beginning of the maze. In this case the transporter is just inside the tent's entrance, but it's invisible, preventing its futuristic appearance from clashing with the carnival-like aesthetic of the tent. At the beginning of Act III, after Puzzley has picked up the Mystery Key, a new transporter is activated at the maze's exit, allowing the player to return to the Mystery Tent's exterior. This transporter only becomes activated (through the show/hide property) in Act III, helping ensure the player has the Mystery Key before exiting the maze.

## Magical Gates & Keys



The colored gates and keys are basic gameplay objects. These are very useful elements that can be used in a variety of situations. In this adventure they function as a major component of the maze sequence, requiring the player to choose the right keys and move through the right gates to reach the exit. As you may recall, a red gate and key were also used in Act II of Mothership Down. If you're not crazy about how these objects look, you can always disguise them as something else. For instance, the card-like key could be disguised as a more primitive skeleton key and the corresponding gate could be disguised as a wooden door. Disguised objects maintain the same gameplay functionality, so consider using these gates and keys any time you want to implement locked doors and keys into your adventures.



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# the arena of oorama



**Genre:** Attack
**Difficulty:** Moderate
**Description:** Step into the arena, face the Trials of Combat, and bask in the adoration of the crowd.

Are you ready for some gladiatorial-style combat? In this violent adventure you play as Leh'Ni, an epic warrior trapped in the middle of a large arena filled with dozens of rabid creatures. From act to act, the difficulty level is raised, with more and more challenging creatures entering the arena attempting to convert Leh'Ni into their next meal. But Leh'Ni is well equipped for these trials, armed with Bladed Knuckles, Plasma Pulser, and Missile Flinger weapons. Do you have what it takes to survive the Trials of Combat?

## Act I: Trials of Combat



**Goal:** Kill 4 Osgolts **Goal:** Kill 2 Beastmasters

There is no briefing at the beginning of this adventure, so be ready to fight as soon as you reach the planet's surface. You materialize in a short tunnel leading out to the arena. There's no sense in hiding here, so charge ahead and meet your first challenges. Killing four Osgolts is just one of the goals in this act. These are red four-legged creatures covered in sharp spines. As expected, it's best to keep your distance from these guys. Target them at maximum range, hitting them with one missile attack or two plasma blasts each. If they get too close, you won't be able to use your ranged weapons, so keep backpedaling to maintain a safe distance from these creatures.



The two Beastmasters wandering the arena floors are a bit more intimidating than their Osgolt counterparts. These warriors are decked out in battle armor and carry two large swords in each hand. Despite their menacing appearance, these thugs are relatively easy to dispatch. Start by hitting them with a missile attack, and then quickly follow up with a plasma blast to finish them off. Alternating between missile attacks and plasma blasts allows you to fire a nearly seamless string of ranged attacks, allowing one weapon to recharge while the other is firing.

**CAUTION** Toksiks sit atop each of the four towers in the middle of the arena floor. These creatures stay in place throughout the adventure, firing their poisonous darts at you. Make an effort to clear out these creatures early on. You don't have to fly to the top of each tower to take them out; simply target one from the ground and fire a missile attack in its direction—all it takes is one hit. If you fail to deal with these creatures, their poisonous attacks will eventually take their toll, making each subsequent act more challenging.





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# Act II: Trials of Combat, Part 2



**Goal:** Kill 4 Skex **Goal:** Kill 4 Thorns

With the Osgolts and Beastmasters out of the way, the next act begins, prompting four Skex and four Thorns to appear from one of the side hatches. Of the two types, the shorter Thorns are the most dangerous, capable of firing poisonous darts similar to those of the Toksiks—they also perform vicious melee attacks at close range. Hit each Thorn with a missile attack to take them out. The Skex are the melee brawlers in this act. They'll continually rush you in an attempt to get within melee range. Prevent them from crowding around you by backpedaling and firing missiles. It only takes one missile hit to kill each Skex—plasma blasts are effective too, but require two shots to prove fatal.

# Act III: Trials of Combat, Part 3



**Goal:** Kill 4 Blasters **Goal:** Kill 4 Bronks

Finishing off the Skex and Thorns only prompts another wave of deadly creatures to arrive on the arena floor. Although the little Blaster creatures look relatively harmless, they're armed with Plasma Pulse weapons, making them very dangerous. Go after these little guys first before taking on the brutish Bronks. There's no trick to taking out the Blasters. You must confront them in a head-on duel. Fortunately, your missile attack causes much more damage than their plasma blasts, killing them with one hit.



The Bronks perform much like the Beastmasters in the first act. These armored warriors are equipped with Bladed Knuckles and capable of dishing out some serious damage at close range. So keep your distance by backpedaling. Once you've targeted a Bronk, hit it with a missile attack immediately followed by a plasma blast. This one-two punch is necessary to take these guys out quickly. Circle around the arena until all four Bronks are down for the count.

# Act IV: Trials of Combat, Part 4



**Goal:** Kill 15 Tuuks

At the start of Act IV, make a move for the center of the arena and fly to the top of the shortest tower. Assuming you took out the Toksik occupying this spot earlier, the flight should be simple using Leh'Ni's glide ability—this is the only tower you can reach from the ground. So why is it important to seek high ground? In this act, 22 rabid Tuuks scamper onto the arena floor, eager to chomp anything in their path. By standing atop this tower you can safely target and eliminate some of these creatures by firing missiles and plasma blasts. Each Tuuk only has five health, so either ranged weapon is capable of killing them with a single shot.



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While it's possible to take out some of the Tuuks from the safety of the tower, others wander around the perimeter of the arena, outside your weapons' range. So once the area around the tower is clear, drop down to the ground and move toward the other Tuuks. Get their attention and quickly backpedal to avoid getting overrun. Leh'Ni is just fast enough to stay ahead of these creatures, allowing you to hit them with missiles as you backpedal. As the group of Tuuks gets larger, your missile attacks are more devastating, sometimes eliminating five Tuuks with one shot. Keep moving and shooting until 15 of the 22 Tuuks are dead, prompting the start of Act V. If more Tuuks are chasing you as Act V begins, deal with them before going after Grankor.

## Act V: Trials of Combat, Part 5

**Goal:** Kill Grankor



At the beginning of Act V, health, energy, armor, and damage power-ups appear at the base of the short tower in the center of the arena. Race over to these power-ups and grab all four before assaulting Grankor. The damage and armor power-ups are particularly useful in this final battle, allowing you to deal heavy damage while helping protect you from Grankor's devastating attacks.

**CAUTION** Grankor is joined by several Tuuks in this final act. Ignore them completely and focus solely on defeating Grankor. Even if you kill the Tuuks, they respawn continuously throughout the act, so don't let them distract you. The armor power-up helps protect you from the Tuuks while you attack Grankor.

After grabbing all four power-ups, rush directly toward Grankor and attack aggressively. Start off with a missile attack, then follow up with a plasma blast. Keep alternating between the two, firing missile and plasma blasts as quickly as possible, preferably while the damage bonus is still active. Even Grankor is no match for such persistence, dropping to the arena floor within a matter of seconds. You did it! You survived the Trials of Combat! Bask in the cheers of the bloodthirsty crowd!



## Behind the Scenes

The Arena of Oorama is the perfect adventure for thrill-seekers, offering wall-to-wall action from beginning to end. There's virtually no story here at all, outside the brief description accompanying the adventure, proving that dialogue and complex narratives aren't necessary to create a fun and compelling gameplay experience. But action-based adventures such as this one require a great deal of balancing and play testing to fine-tune the experience. After all, if you're not providing much of a story, the gameplay must be solid. Creating an appropriate setting for the adventure is equally important.



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## Arena Construction



The arena comprises several custom building pieces designed specifically for this adventure. The arena's outer wall consists of multiple wedge-shaped coliseum wall pieces. When fit together side by side, these wall pieces form a huge circle, giving the arena its shape. Behind each coliseum wall piece is a coliseum wall arch. Like the coliseum walls, the arch pieces are curved, allowing them fit behind each wall piece and complete the circle with their column flourishes. The long tunnel where the player begins consists of wall tunnel pieces lining the sides of the passage while raised coliseum wall pieces form the ceiling. Beyond the arena is a mountain range conforming to the circular shape of the arena and confining the action to this one area of the planet, ensuring the player doesn't escape. All of these building pieces are available in the Sporepedia, so consider using them when constructing your own gladiatorial battle.

## The Crowd



What would a battle like this be without an enthusiastic crowd watching from the stands? Instead of placing actual cheering creatures in the stands, the designers created a Crowd effect consisting of animated silhouettes. These two-dimensional sprites aren't as detailed as creatures, but they serve the purpose of filling the stands with waving hands and arms. Filling the stands with individual creatures would adversely impact the adventure's complexity meter, which governs how many objects can be placed in an adventure. Hundreds of individual spectators would also tax the system running the adventure, greatly reducing the frame rate, causing the gameplay to suffer. The Crowd effect is a clever and effective compromise, especially when combined with the Stadium Crowd audio cast members placed around the arena, helping sell the illusion of an arena packed with cheering spectators.

## Ramping Up Difficulty



In combat-oriented adventures such as this it's important to scale the difficulty appropriately, beginning with weak creatures and concluding with a tough boss. This adventure is a great example of how the difficulty ramps up as the player progresses through the various acts. For instance, the creatures in the first act are all melee-based, making them easy to take out with ranged weapons. Then in the second and third acts, there's a mix of ranged and melee-based enemies. In Act IV the designers try to overwhelm the player with sheer numbers as the 22 Tuuks attack. Then in the finale the player faces the tough boss as well as more Tuuks. Ramping up the difficulty allows the player to become more comfortable with the setting, the challenges, and Leh'Ni's capabilities as the adventure proceeds. It also gives the player a sense of accomplishment as each goal is completed. If the designers were to begin the adventure by unleashing Grankor, chances are the player wouldn't survive—or replay the adventure.

## Grankor



The appearance of Grankor in the final act is somewhat terrifying but serves as a very fitting conclusion to this adventure. But how did Grankor get so huge? Like most cast members, creatures can be scaled to different sizes. Grankor is actually an average-sized creature scaled up. To scale a creature, select it and then hold down Shift while scrolling the mouse wheel. Scroll in one direction to make the creature smaller and scroll in the opposite direction to make the creature larger. There is a limit to how small and how large a creature can be, but as evident with Grankor, there is a wide range of sizes to choose from. So if you're looking for the perfect end boss for your adventure, simply browse through the Sporepedia and find a creature with all the attributes you're looking for. Once it's imported into your adventure, all you have to do is scale it to the appropriate size to transform it into the gigantic beast you envisioned.



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# space stage adventures



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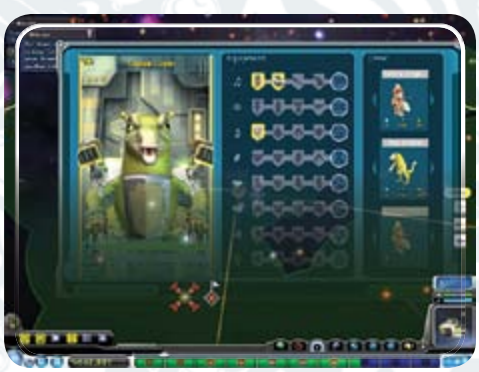
While Quick Play adventures are fun, Space Stage adventures are even more exciting, finally allowing your captain, crew, and allies to leave the confines of their spaceships to complete a variety of objectives on a planet's surface. Planetary adventures are assigned by the various alien empires populating the galaxy. If an adventure is available, a white flag icon appears on the corresponding star system. Simply travel to the marked system and open up communications with the local empire. Once the Communications screen is open, select *Missions* and advance through the dialogue until an adventure option appears, responding with a line like, "Count me in, I love Adventures." At that point the adventure mission is assigned and you're ready to take off. Adventures function just like any other missions, with all the pertinent details covered in your Mission Log. Adventures always require you to travel to a nearby star system (also marked with a white flag icon) to locate the planet where the adventure is set to occur. Once in orbit around the proper planet, descend through the atmosphere to begin the adventure, selecting *Accept* from the adventure launch interface—selecting *Decline* returns your ship to orbit but does not delete the mission. Incomplete adventure missions remain active until they are completed or are deleted from the Mission Log. Before touching down on the planet's surface, select which crew members or allies you wish to take with you. Some adventures allow you to bring up to three crew members along. Crew can be selected from your own ship or from those within your fleet, allowing for diverse away teams—crew selections can also be chosen by accessing the Captain's Log. When you're ready to start the adventure click on the green *Beam Down* button.

Upon the completion of an adventure, return to the empire that assigned it to receive your payment—adventure missions are worth varying amounts of Sporebucks, not to mention the Spore Points earned by your captain. As with the Quick Play adventures, all of the Maxis-created adventures in the Space Stage are worth 100 Spore Points, making them a great way to level up your captain. Downloaded adventures also populate the Space Stage, providing a nearly endless supply of adventures to choose from. Add buddies or subscribe to Sporecasts to download new adventures created by the Spore community. However, downloaded adventures are worth varying amounts of Spore Points (ranging 5–100) based on the adventure's difficulty. An adventure's difficulty fluctuates based on how many players in the *Spore* community have completed or failed it. Higher-difficulty adventures are worth more Spore Points, while easier ones are worth fewer.



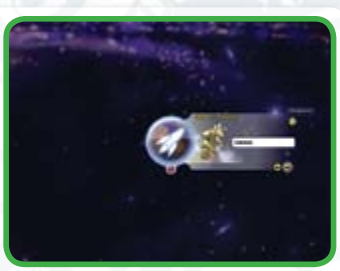
**So many adventures, so little time. Look for the white flag icons to locate available adventures on the Starmap.**

The Maxis-created adventures covered in this chapter are all first encountered in the Space Stage. Once they've been completed in the Space Stage, they then appear in the Sporepedia, essentially unlocking them so they can be played as Quick Play adventures. The first adventure, Becoming a Space Captain, is assigned at your home world, easing you into the basic gameplay concepts of completing planetary adventures. All other adventures are assigned at random, based on the contacted empire's archetype. Warrior empires often assign combat-oriented adventures, while Diplomat empires are more likely to provide social-based adventures. So before seeking out an adventure, take into account the empire offering it. Combat-oriented adventures are usually more difficult for novices, requiring weapons and defensive captain parts. So consider holding off on those adventures until your captain has leveled up and unlocked more offensive and defensive gear.



**Take a moment to select your crew members before starting an adventure. From this screen you can also see the equipment your captain has unlocked and access the Captain Outfitter to equip gear appropriate for the adventure.**

**NOTE** When starting or resuming a Space Stage game after installing *Galactic Adventures*, you're prompted to enter the name of your captain. Either create a name of your own or press the *Randomize* button to have the game create one for you. Each Space Stage game must begin with a new captain; you cannot use a captain created in Quick Play. However, you can use your Space Stage captain in Quick Play adventures.





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# becoming a space captain



**Genre:** Story
**Difficulty:** Easy
**Description:** Take a quick visit to a spaceport to learn about the importance of adventures in the Space Stage. Here you will learn how to get adventures and what it means to advance yourself through the ranks to become the greatest space captain in the galaxy.

Welcome to Vat Tego, a bustling spaceport with lots of interesting characters. This is the first adventure available when playing the Space Stage—request an adventure mission from your home planet to get the assignment. Once the adventure is accepted, pilot your spaceship to the planet named in the mission instructions and descend to the planet's surface to begin. The adventure plays out much like Adventure Town from the Quick Play adventures, requiring you to speak to a variety of characters to fulfill the goals. The characters here provide some useful tips on completing adventures in the Space Stage, so pay close attention to what they have to say.

## Act I: Introduction



**Goal:** Talk to Head Bot

Vat Tego is a busy place, filled with creatures and spaceships from all over the galaxy. So take a few seconds to get your bearings before getting down to business. Speaking with Head Bot is your first goal—he's standing directly in front of you at the start of the adventure. You don't even have to take a step forward to begin speaking with this mechanical being. Head Bot welcomes you to the spaceport and suggests speaking with the Merchant, Space Traveler, and Quartermaster to learn more about taking on new adventures.

## Act II: Meet the Locals



**Goal:** Talk to the Merchant

After speaking with Head Bot, turn left and approach the Merchant—he's standing next to a table piled with various objects. The Merchant is a quirky fellow, initially interested only in showing off his merchandise. But as he continues his monologue, he relays some helpful hints. He explains that there are 32 new captain accessories to choose from. However, these new items aren't readily available to newbies such as yourself. They must be unlocked by achieving new ranks. Before they can be used, new weapons and accessories must first be equipped in the Captain Outfitter. The Outfitter can be accessed at the beginning of any adventure by clicking on the *Enter Outfitter* button.



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**Goal:** Talk to the Space Traveler

At the end of the Merchant's speech, turn right and move toward the Space Traveler, who's standing just behind Head Bot. After you initiate a conversation, the Space Traveler greets you. He says he was sent here from his home world, too, but became stranded when his ship ran out of energy. Still, he has some useful information regarding the assignment of adventure missions. He tells you that instead of acquiring these missions from your home world, you can visit other alien empires for new planetary adventures. The Space Traveler also suggests subscribing to Sporecasts and Buddy Feeds, downloading new adventures created by the Spore community. Downloaded adventures are automatically inserted into your Space Stage game, ensuring your captain never runs out of fresh adventures to complete. Finally, he informs you that it's possible to leave an adventure by pressing the *Exit Adventure* button, causing you to return to your ship.

**NOTE** Incomplete adventures remain active until they are completed or abandoned. Simply return to the planet to replay the adventure. Sometimes it may be necessary to return to an adventure once your captain is better equipped with new weapons and accessories. So if you're having trouble completing a particular adventure, give it a rest and come back later when you're better prepared.



**Goal:** Talk to the Quartermaster

Now it's time to talk to the Quartermaster. From the Space Traveler, turn right and approach the Quartermaster, flanked by two of his two crew members. His full name is Quartermaster Snuffle, and he has some advice on picking crew members. He explains that adding Allied ships to your fleet also allows you to pick crew members from the Allied ships—otherwise, crew members are selected from your own spaceship. But he also notes that not all adventures allow you to beam down to a planet with a crew. Your selected crew is saved from one adventure to the next, at least as long as you maintain friendly relations with the allies in your fleet.

# Act III: Meet a Captain



**Goal:** Talk to Captain Sunny

Once you've spoken to the Merchant, Space Traveler, and Quartermaster, Captain Sunny arrives at the spaceport. Here's your chance to speak with a legendary captain! He's standing next to his ship by Head Bot. Fresh from busting an illegal Spoffit-poaching ring on Gamma Mega 9, Captain Sunny is happy to take a moment out of his busy schedule for a quick chat. He warns that being a captain isn't easy. He suggests taking adventure missions from alien empires to gain some experience. As you gain experience and promotions, you'll be able to unlock new weapons and abilities, including new superweapons for your spaceship.

**NOTE** To unlock a superweapon you must first unlock all four weapons or accessories in the corresponding archetype's row. For example, if you unlock the Compact Generator, Compact Battery, Power Generator, and Power Battery in the Scientist row, you'll unlock the Gravitation Wave superweapon. With 10 total ranks and unlocks, it's possible to gain two additional superweapons for your spaceship. So study the different superweapons and choose an unlock path that benefits your style of play.



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# Act IV: Synopsis



**Goal:** Talk to Head Bot

To complete this adventure, return to Head Bot and initiate a conversation. Head Bot is happy to see you've talked to so many other adventurers. Your paperwork is in order and you're ready to take on other adventures. But before you do, Head Bot advises you to return to your home planet to complete this adventure. Adventures are not considered complete until you return to the planet from which you were assigned it. This is also how you earn your Sporebucks—each completed adventure is worth several thousand Sporebucks, making them a great way to earn some extra dough.

**NOTE** In the Space Stage adventures, you're playing with your own captain, unlike in most of the Quick Play adventures, which have fixed captains assigned to them. Playing with your own captain allows you to earn Spore Points, helping your captain achieve higher ranks and unlock new gear. All the Maxis-created adventures are worth 100 Spore Points, making them the easiest way to level up. Downloaded adventures can be worth anywhere from 5 to 100 Spore Points depending on the difficulty. An adventure's difficulty is determined by how many people have played and passed the adventure. Adventures with a large number of fails are declared more difficult and are thus worth more Spore Points. These values are dynamic and change as more and more players attempt an adventure.



# Behind the Scenes

From a gameplay perspective this is a simple tutorial adventure, introducing some of the new concepts to the player through character dialogue. But as in all of the Maxis-created adventures, plenty of little details in the background contribute to the mood and atmosphere of the experience. There's also a great demonstration of deep editing during Captain Sunny's dramatic arrival.

**NOTE** Unlike Quick Play adventures, the Space Stage adventures can't be opened, edited, or tested using the Adventure Creator. However, we still managed to dig into these adventures to give you a peek at some of the tips and tricks implemented by the developers.

## The Spaceport Island



This entire adventure takes place on a small island. In fact, this island is the only piece of land on the entire planet. Setting an adventure on an island is an excellent way to focus the action in one specific area. While there's nothing preventing the player from swimming away from the island, such actions are unlikely, as there's nowhere else to go. While there are some planets with islands on them, creating your own islands is quite simple. First, go to Terraform Mode in the Adventure Creator and then select the Weather tab. In the Weather panel you can adjust the planet's water level, raising it so only small pieces of land are visible. For more precise control, create a tall plateau large enough to contain your adventure and then raise the water level so only the plateau is above water. This is a great way to limit the playable area of your adventure without making the boundaries appear completely artificial.



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## Air Traffic Control



The various spaceships flying around the spaceport help sell the setting, making it appear to be a bustling facility with constant air traffic overhead. To create this illusion the designers placed several spaceships above and around the spaceport, giving each a unique set of waypoints. The waypoints are carefully arranged so none of the spaceships will collide. Vehicles can also be assigned behaviors to make them exhibit specific reactions. Since these spaceships are merely background scenery, they're given a Mindless personality, making them travel through their designated waypoints regardless of what's happening on the ground.

## Securi Bot Chatter



Some of the more memorable elements of this adventure are the 10 Securi Bots cruising around the spaceport spouting a variety of orders, rants, and thoughts. In this sense, they serve as a bit of comic relief. First of all, the Securi Bots aren't creatures. They're considered vehicles. Robot-like cast members are much easier to construct from vehicle parts given their angular and less organic properties. Although they're vehicles, they can perform much like creatures when various properties in their behavior panel are adjusted. It's even possible to assign them *Chatter* text, causing them to endlessly spout off a variety of lines. However, vehicles can not show emotion when delivering these lines, which works just fine for these quirky robots.

## Captain Sunny's Arrival

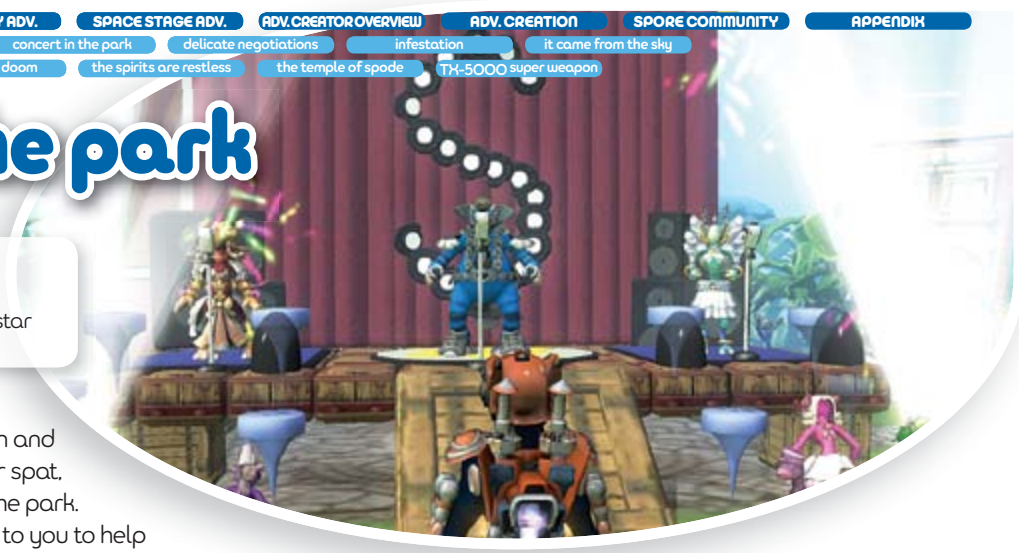


Captain Sunny doesn't arrive until the beginning of Act III. So how does he make his sudden appearance? Deep editing and show/hide properties are manipulated to orchestrate this major event. If you study the adventure in the Creator, you can see that Captain Sunny and his spaceship are present but hidden through Acts I and II. But in Act III both the captain and his spaceship are shown. His arrival is accompanied by the Sting Victory Epic sound effect, adding some fanfare to the event. This sound effect is also kept in the background until Act III. Since the player is looking away from the location (speaking to one of the locals), the captain's arrival is hidden from view, concealing his otherwise inexplicably sudden appearance. When showing a hidden cast member in the middle of an adventure, it's usually best to have it appear out of the player's line of sight.



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# concert in the park



**Genre:** Socialize
**Difficulty:** Easy
**Description:** Make sure that galactic superstar Shmelvin makes it to the concert on time.

Can you reunite the band? Shmelvin and his backup singers have had a minor spat, threatening the upcoming show in the park. Using your adept social skills, it's up to you to help Shmelvin and his singers put their differences aside. Only then can you get them on stage in time for the concert. In addition to testing your captain's social skills, this adventure also demonstrates how new allies can be made on a planet's surface.

## Act I: Meet the Colonel



**Goal:** Talk to Colonel Jim Farkus

Your first goal upon your arrival is meeting with Colonel Jim Farkus, Shmelvin's manager—he's standing only a few meters away from the starting position. Walk over to the colonel and let him fill you in on the details of this predicament. He tells you that Shmelvin's two backup singers had a bit of rift earlier in the morning. Now they're threatening to disband the group only hours before the scheduled concert. Although Shmelvin is a fine talent in his own right, the colonel is insistent that he can't take the stage alone. He wants you to find the backup singers and convince them to put on the show. He suggests searching for Lotta Pipes first. He has no idea where she is but suggests asking around town for her whereabouts.

## Act II: Lotta Pipes



**Goal:** Talk to Lotta Pipes

**Goal:** Ally with Lotta Pipes

There are a couple of ways to find Lotta Pipes. One way is to talk with the town's citizens—the pink Girl Teen near the stage offers rather specific directions. But instead of talking to the various fans gathered in the park, it's much easier to use the minimap, following the goal icon to Lotta's location near the shore behind the stage. Lotta doesn't look too happy, but you need to talk to her anyway. Despite the hard feelings, Lotta is rather pragmatic about the whole situation, realizing that the show must go on. However, she needs your help to rehearse before taking the stage.



After speaking to Lotta, assume a Social stance, if you haven't already. Next, target Lotta to begin a social interaction. This prompts Lotta to begin singing. Sing with her to fill the social interaction meter. Only rudimentary singing skills are necessary to impress Lotta. Just keep singing until the two purple arcs meet in the middle of the social interaction meter. At this point Lotta becomes your ally, filling one of the three crew member slots on the right side of the screen. As a crew member, Lotta will follow you throughout the adventure.



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# Act III: The House of Shmelvin



Goal: Talk to Lotta Pipes  Goal: Examine the Squawk Box

Allying with Lotta Pipes advances the adventure to Act III. But you need to talk to her again to figure out what to do next. She thanks you for helping her rehearse and suggests it's time to reunite with Shmelvin. With Lotta Pipes following close behind, return to the stage area and look for a path ascending a hill on the left.



Shmelvin has locked himself in his huge estate on the large hill overlooking the park. With no way to contact him directly, your only option is the squawk box outside his main gate. Interact with it to get in touch with Shmelvin. He reluctantly answers and is somewhat surprised to see Lotta has joined you. When he hears that Lotta is willing to stay in the band, Shmelvin's mood brightens significantly, prompting him to apologize for his behavior. But he's not willing to go on stage until the other backup singer, Kat Waller, agrees to rejoin the band.

# Act IV: Kat Waller



Goal: Talk to Kat Waller  Goal: Ally with Kat Waller

Now it's time to find Kat Waller. Start by descending the hill and returning to the part of town where you met Colonel Jim Farkus at the beginning of the adventure. Using the goal icon on the minimap as a guide, exit the town and locate Kat moping around by the dock. Talk to her to see if she'll reunite with the band. She's not opposed to the idea at all, but feels she's unprepared to perform. If she could rehearse she might be able to pull it off.



As you did with Lotta, initiate a social interaction with Kat to convince her to join you. As Kat begins to sing, join her in song to build up the social interaction meter. As a crew member, Lotta helps out, singing along with you, helping fill the social interaction meter much quicker. When the two arcs meet, your task is complete and Kat fills the second crew member slot on the right side of the screen. Like Lotta, she'll now follow you around. It's time to deliver the good news to Shmelvin!

# Act V: Open Up that Golden Gate



Goal: Talk to Kat Waller  Goal: Move to the Squawk Box

Now that Kat has joined you, speak with her to ask what to do next. She's grateful for your help and is now ready to perform. As for the next move, she suggests going to Shmelvin's mansion to tell him that the band is ready for the concert.



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Return to the town and climb the sloped path leading up to Shmelvin's mansion. While moving to the mansion make sure both Lotta and Kat stay close behind you. If they fall behind, wait a few seconds until they catch up. Outside the mansion, move next to the squawk box to complete the final goal in this act.

# Act VI: Reunion with Shmelvin



**Goal:** Talk to Shmelvin

**Goal:** Talk to Colonel Jim Farkus

**Goal:** Bring Shmelvin to Colonel Jim Farkus

When your group reaches the squawk box, the gates to Shmelvin's estate swing open and the crowd outside goes wild, launching confetti into the air. A few seconds later, Shmelvin emerges from the open gate—talk to him. Shmelvin begins by apologizing to both Lotta and Kat. He promises to make it up to them by buying them each a new car. But now he's ready to put on a show. He asks you to lead him to the stage.



Turn around and descend the path leading into the park. Unlike Lotta and Kat, Shmelvin is not a crew member. However, he'll still follow you. As you reach the bottom of the hill, scan the crowd in front of the stage for Colonel Jim Farkus. Speak with the colonel to tell him the good news. He's grateful for your successful intervention and is relieved the concert can commence without any further drama. After speaking with the colonel, walk close to him with Shmelvin following you. Escorting Shmelvin close to the colonel fulfills the *Bring to* goal, allowing the concert to begin.

# Act VII: A Really Big Show



Job well done! Now kick back and relax as the show begins, with Shmelvin, Lotta, and Kat taking to the stage to perform some rockin' tunes. Enjoy the show for a few seconds and wait for the adventure to end. Your work here is done!

# Behind the Scenes

Concert in the Park is a nice departure from some of the more combat-oriented adventures, providing a crisp, quaint setting and an original premise. In this adventure it's social skills that make the difference, not weaponry and fast-paced, twitch gameplay. The adventure also showcases some very creative elements you may not have noticed while playing through.



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## Character Hints



When searching for Lotta Pipes in Act II, it's possible to speak with various fans gathered around the stage. Some of these minor characters provide useful hints as to Lotta's whereabouts, while others don't have a clue. Interacting with these characters is purely optional, but providing the option gives the adventure a greater sense of depth and polish. These hints are provided via the Speech/Captions option in the character's behavior panel—look at the Girl Teen's behavior panel for a good example. With the Speech/Captions menu open you can choose between writing *Chatter* or *Inspect/Talk to* text for the cast member. *Chatter* is simply lines the character says (or thinks) without any interaction. However, the *Inspect/Talk to* text is only displayed when the character is talked to by the player. Providing such text for minor characters may take some work, but it's a good way to drop hints or relay ancillary story information.

## Social Interaction



Rehearsing with Lotta and Kat requires some light social interaction. But why do Kat and Lotta only sing?—they never dance, charm, or pose. The answer is simple; singing is their only social ability, so the other actions are never initiated. Although they're backup singers, they only have a level 1 Sing ability. This is largely a balancing issue. It's difficult to predict what social abilities the player's captain will have during this adventure. Setting the bar low helps ensure that even the most vocally challenged captains can complete this adventure. If you want to make a more challenging adventure, pick characters with more socialize abilities for the captain to ally with or befriend. Mixing in dance, pose, and charm abilities makes for more varied and challenging social interactions.

**TIP** Does your captain have poor social skills? Consider unlocking the Diplomat and Bard captain parts to boost their abilities. Once beyond the Creature Stage, equipping these accessories is the only way to improve your social skills.

## Allies & Crew



In this adventure there are three crew slots available. However, Lotta and Kat take up two of those slots once the *Ally with* goals are completed. So this means only one crew member can join the captain on this adventure. Any time an *Ally with* or *Befriend* goal is added to an adventure you must add a crew slot to accommodate the new ally. If you fail to do this, the goal won't work properly, as indicated by a red goal marker icon in the goal panel. Crew slots can be added by clicking on the plus (+) icon next to the Crew display on the right side of the screen. A maximum of three crew slots can be assigned per adventure. To remove a crew slot, select one of the crew boxes and click on the red X in the top right corner. Allies and crew members greatly enhance a captain's social and combat capabilities, so take this into account when balancing an adventure. If you're allowing crew members or allies, consider making the adventure much more difficult than if the captain were showing up solo.

## The Concert



The staging of the concert in Act VII is the single most complex event in the adventure, showcasing a variety of deep editing techniques and effects. Wondering how Shmelvin, Lotta, and Kat make it up on the stage? There are actually two sets of these characters—the ones you interact with in the first six acts and a separate set that appears on stage in Act VII. At the beginning of Act VII, the first set becomes hidden and the other set is shown on stage singing. This is all handled with deep editing and the show/hide properties in each cast member's behavior panel. But the performers aren't the only cast members to come out of hiding in this final act. A Rockabilly music track, crowd cheers, fireworks, and lighting effects are also shown, all adding to the festive concert ambience. Act VII is timed too, playing for 15 seconds. This gives the player just enough time to enjoy the concert before the adventure comes to an end.



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# delicate negotiations



**Genre:** Story
**Difficulty:** Easy
**Description:** Two powerful clans are on the brink of war! Can peace prevail?

In this familiar tale you serve as an intermediary between the Montalettes and Capagues, two influential families prepared to go to war over their missing children. Duke Montalette charges that the Capagues have kidnapped his son, Julio, while Baron Capague feels it is the Montalettes who are responsible for the disappearance of his daughter, Romiette. It's up to you to get to the bottom of this mystery and prevent the two sides from going to war.

## Act I: Ultimatum



**Goal:** Talk to Duke Montalette **Goal:** Give the Scroll to Baron Capague

At the start of this adventure you arrive in the Montalettes' court, not far from the duke himself. Walk over to the duke and speak with him. He's already agitated by your late arrival. The duke is convinced Baron Capague has kidnapped his son, Julio. He needs you deliver an ultimatum to the baron, written on a scroll. If the baron chooses to ignore the ultimatum, the duke is prepared to go to war over this matter. After speaking to the duke, pick up the scroll lying on the ground next to him.



Now it's time to find the baron and deliver this scroll. Exit the Montalettes' court and proceed into the town of Veronasburgh. Follow the goal icon on the minimap to locate the Capagues' court on the other side of town. Pass through the two sets of gates and approach Baron Capague—click on him to hand over the scroll.

## Act II: Tensions Build



**Goal:** Talk to Baron Capague

After handing the scroll to the baron, speak with him to get his response to the duke's ultimatum. The baron scoffs at the duke's demands, stating it's his daughter, Romiette, who has been seized. He demands that his daughter be returned immediately or else he will gather his troops and go to war with the Montalettes. It looks like you've got a problem.



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# Act III: The Gentle Folks of Veronasburgh



**Goal:** Talk to Shopkeeper Luci

**Goal:** Talk to Baker Bob

**Goal:** Talk to Armstrong the Blacksmith

Negotiations have broken down completely. If you give up now, the Montalettes and Capagues will go to war. But something's not right here. Why are both Romiette and Julio missing? Perhaps the townspeople know where they are? Follow the path out of the Capagues' court and return to the town of Veronasburgh. When you reach the town's central courtyard, turn left and approach Shopkeeper Luci. Talk with Luci to learn that Romiette was in town earlier buying a bottle to drink with her "true love." Luci suggests following the dirt trail to find Romiette.



Luci's information is helpful, but you'll need more to go on before you can solve this mystery. Return to the town's central junction and turn left. In this nook you'll find Baker Bob. Talk to him to find out what he knows about the situation. He says Romiette stopped by earlier and purchased a cake, then ran off to Forlorn Lover's Lake. Sounds like she's on a date with someone, but who?



Now that you have a solid lead on Romiette's whereabouts, it's time to figure out where Julio is. Cross the town's courtyard and speak with Armstrong the Blacksmith. He says Julio isn't missing. In fact, Julio had Armstrong forge a golden band. Apparently Julio's going to give the ring to his true love and elope. It's all coming together now...

# Act IV: Wherefore Art Those Two?



**Goal:** Talk to Julio Montalette

**Goal:** Talk to Romiette Capague

It appears Romiette and Julio haven't been kidnapped—they're just avoiding their parents. But do they realize the trouble they've caused? To find the two, return to the path leading to the Capagues' court. Before reaching the first gate, turn left down a dirt trail, the same one Luci mentioned. This trail leads to the lake where Romiette and Julio are hiding out. Speak with both of them. They're both surprised you found them but are disturbed to hear that their families are going to go to war. They both agree to follow you back to town to put an end to this epic misunderstanding.



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# Act V: Veronasburgh Is Going to War



**Goal:** Bring Julio Montalette to Duke Montalette

**Goal:** Bring Romiette Capague to Baron Capague

With no resolution to their conflict, the Montalettes and Capagues are gearing up to go to war. You must return Romiette and Julio to their fathers before fighting breaks out. With Romiette and Julio following close behind, take the dirt trail back into town. If Romiette and Julio fall behind, wait for them to catch up before proceeding. By the time you reach the town's central courtyard, both families are squaring off, preparing to battle. Quickly move next to the duke to return Julio to his father. Next, move close to the baron to return Romiette to her father.

# Act VI: All's Well that Ends Well



**Goal:** Talk to Duke Montalette

**Goal:** Talk to Baron Capague

Now that you've returned their children, speak with the duke and the baron to resolve this issue once and for all. Realizing that their children weren't kidnapped, the duke and baron are embarrassed by their mistakes. Furthermore, they both approve of Romiette and Julio's plan to wed. So in the end, it all worked out. War was prevented and both the Montalettes and Capagues have grown closer thanks to Romiette and Julio's union. Great job, captain!

# Behind the Scenes

Delicate Negotiations is a rather simple adventure to complete, consisting mostly of *Talk to* goals. But while the actual gameplay is easy, the design and execution of this adventure are rather complex. For one thing, there are four different settings, and not all of them are accessible throughout the adventure. For narrative and gameplay reasons it's necessary to open and close certain areas as the player progresses. But most notable is the familiar story told here, proving that it's possible to adapt a variety of popular tales to the *Spore* universe.

## Based on...



Sometimes the toughest part of creating a good adventure is coming up with a compelling story. So if you find yourself stuck, consider basing your adventure on a favorite movie, book, or play. Hey, Hollywood does it all the time—why can't you? The story of Romiette and Julio is a perfect example of a clever adaptation. Instead of faithfully recreating every scene and snippet of dialogue in the source material, work on condensing the story into an adventure with up to eight acts and no more than 24 goals—you can assign up to three goals per act. When creating goals, ensure that they're fun and relevant to the story. Don't sacrifice gameplay just to stay faithful to the source material. Also, take steps to alter the story slightly to make it your own and avoid potential copyright infringement. Alter the names of characters and settings, even if these changes are slight. When it comes to dialogue, consider taking a more comedic route. Creating a good parody of a popular work can be tough, but if you pull it off, chances are your adventure will find many fans in the *Spore* community.



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## Blocked/Unblocked Paths



This adventure takes up a lot of space featuring four distinct locations: the town, the Montalettes' court, the Capagues' court, and the lake. But not all of these locations are accessible throughout the adventure, helping streamline the pathfinding process by containing the action to specific areas. This is accomplished by showing and hiding roadblock-like cast members. For instance, the path leading to the lake is inaccessible until Act IV, when it's time to find Romiette and Julio. Before then, the path is blocked by a stack of crates. But these crates become hidden at the beginning of Act IV, opening the lake to exploration. This also prevents the player from spotting the two lovebirds before attaining clues from the townspeople in Act III. The family courts are also made off-limits in Act V with the appearance of closed gates—these are placed directly over the open gates, which become hidden in Act V. The closing of the gates forces the player to move to the town, where the showdown between the two families occurs. So consider using similar methods to focus the gameplay in your adventures.

**NOTE** The entire adventure is set in a large valley, surrounded by impassable cliffs. Creating natural barriers is another way to prevent the player from wandering away from the key locations.

## Veronasburgh's Citizens



The town of Veronasburgh is a busy place, filled with merchants and citizens going about their business, unfazed by the impending conflict between the Montalettes and Capagues. In terms of gameplay, these cast members don't serve any purpose at all. However, their presence is a vital element of the town's ambience, making it feel like a real lived-in location. But these secondary characters don't just walk around like mindless zombies. The player can talk to each of them, revealing unique *Talk to* text. These short lines of dialogue don't offer many hints, nor do they advance the story. They simply provide some texture to the adventure, giving the player more than the goal-based objects to interact with. Including nonessential interactive items and characters within an adventure offers the player an incentive to explore and thus spend more time in your world.

## Showdown Finale



At the beginning of Act V, the Montalettes and Capagues square off in the town's courtyard, preparing to do battle. All of this happens while the player is at the lake with Romiette and Julio. So how does this showdown take place? All of the cast members in this showdown are hidden through Acts I and IV and are only shown in Act V through deep editing and the show/hide properties. The duke and baron cast members used here are different than the ones that appear in their respective courts in Acts I and II—browse through the Creatures palette to see the two different versions, each occupying a different slot. Using alternative versions of the same character is the best way to "move" a cast member from one location to another. As long as the transition is out of the player's line of sight it creates the illusion that a cast member has actually traveled from one location to another. But all that's happening is hiding the old cast member at the previous location and showing the new cast member at the new location.



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# infestation



**Genre:** Attack
**Difficulty:** Moderate
**Description:** An alien infestation threatens to transform a peaceful planet. Team up with a small defense force and remove the source of the problem before it's too late.

Up until now, your only encounters with the Grox have taken place in space or in the skies above various planets. Here's your chance to take on the Grox in a toe-to-toe surface battle. A Grox Infestation Pod has landed in a nearby valley. The local planetary defense force, led by Commander Barbaros, is responding to the incident, but they could use your help in locating and destroying the Infestation Pod. Before taking on this adventure, make sure your captain is well-equipped for battle. The Grox are fierce warriors, so bring along at least one ranged weapon to avoid getting pummeled in close quarters. There are no crew members allowed on this adventure, so you'll have to rely on Commander Barbaros's troops to watch your back.

## Act I: Briefing



**Goal:** Talk to Barbaros

At the start of the adventure your captain beams down into the defense force's base at the entrance to the infested valley. Commander Barbaros stands directly ahead. Speak with him to get an update on the situation. Barbaros says the infestation is spreading fast, and if it's not contained quickly it could consume the entire planet, giving the Grox yet another world in their quest for galactic dominance. The Infestation Pod at the far end of the valley must be destroyed soon to prevent the Grox from succeeding.

**TIP** After speaking with Barbaros, turn to the left and grab the two grenades lying on the ground near the fence. Using these grenades during the initial assault enhances your firepower and helps conserve energy. Toss them at the first Grox units you encounter.



## Act II: Move Out!



**Goal:** Kill All Dronax Commanders

Now that you have your orders, it's time to advance on the Infestation Pod. A hole in the chain-link fence opens following the commander's briefing, prompting the defense force units to move out, including Barbaros. Unless you're a high-ranking captain decked out with tons of offensive and defensive equipment, stick close to Barbaros and his Defender units. Otherwise you may be outnumbered and overwhelmed by the various Grox units lying ahead. Barbaros is equipped with Missile Flinger and Plasma Pulser weapons—his Defender troops all have Plasma Pulsers too.



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Your first encounter with the Grox occurs at a small cluster of houses lining the dirt path—several Dronox soldiers are attacking them! Stick with the defense forces and attack this swarm of enemies together, preferably with ranged weapons. The Dronox soldiers are capable of firing plasma blasts, so try to keep your distance to avoid getting targeted by multiple enemies simultaneously. If you grabbed the grenades back at the base, now's a good time to toss them. A good throw can wipe out a few Dronox soldiers. Once this wave of enemies is eliminated, watch for more Dronox soldiers advancing in your direction.



During the advance, watch out for the little purple creatures called Mites. These critters can usually be found in or around craters, where they pick up bombs. After they've grabbed a bomb, they'll come charging at you or one of the defense force units. After a few seconds, the bomb explodes, killing the Mite and injuring anyone nearby. So take out these Mites before they can grab a bomb and rush you.



The two Dronox Commanders you're looking for are patrolling the hill where the dirt path ends. These elite Grox units are capable of firing devastating missile attacks, so avoid approaching them alone—grab the damage power-up at the base of the hill to boost your damage output. Attack with Barbaros and several Defenders at your side to quickly overwhelm them with heavy firepower. Some of the Defenders may die during this fight, but don't worry—they'll respawn back at the base and rejoin the advance within a matter of seconds.

**NOTE** After defeating the Dronox Commanders, look for a side path on the right side of the hill—an energy power-up marks the entrance. This narrow path is a shortcut leading to the Infestation Pod. You can also pick up a health power-up and a couple of grenades along the way. However, taking this path to the Infestation Pod may separate you from Barbaros and his troops; consider grabbing the grenades and power-ups here and then rejoining the defense force's main advance in the valley.



## Act III: Attack!



**Goal:** Destroy the Infestation Pod

The Infestation Pod lies on the other side of the hill, but so do several Grox units charged with protecting it. Fight your way past the Dronox, Insectrox, and Mites on your way to the pod. Before attacking the Infestation Pod, clear out the area around it as much as possible, including the two Scavenger vehicles, each capable of firing missiles. But it's not possible to clear this area completely. The Dronox and Insectrox units continually respawn at the Conversion Chamber structures flanking the Infestation Pod.

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Once you've secured the area around the Infestation Pod, attack it with ranged weapons. It may take several hits to take it out, so be patient and be on the watch for more Dronox and Insectrox units spawning to your left and right. If you come under attack by these enemies, immediately retaliate, or retreat if necessary. Once they're down, resume your attack on the Infestation Pod until it's destroyed.

## Act IV: Attack! (Aftermath)



Destroying the Infestation Pod triggers the appearance of a massive mushroom cloud, along with several secondary explosions nearby. As devastating as these explosions appear, they can't hurt you. However, the Dronox and Insectrox units surrounding you can. So don't let this fireworks show distract you from defending yourself. There are no goals to complete in this act, but you still need to stay alive.

## Act V: Success!



Goal: Talk to Barbaros

Now that the Infestation Pod is destroyed, track down Barbaros and speak with him. After the fight, he may retreat to the base—follow the goal icon on the minimap to pinpoint his exact location. Although the pod is destroyed, several Grox creatures remain behind, so don't let your guard down. Once you get in touch with Barbaros, he thanks you for your help in defending the planet from the Grox and invites you back if they show up again. Concluding the conversation with Barbaros completes the adventure, earning your captain more Spore Points.

## Behind the Scenes

Infestation is a classic attack-oriented adventure challenging the player to fight through scores of creepy enemies in an attempt to destroy the dreaded Grox's Infestation Pod. Despite the rather straightforward nature of this adventure, a few subtle techniques at work here may go unnoticed by more casual players. In particular, the advanced behaviors employed by Barbaros and the Mites are well worth checking out for anyone interested in creating their own routines. This adventure is also a great example of how effects can be used to impact gameplay and the story.



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## Commander Barbaros



Commander Barbaros is one of the most remarkable cast members in this (or any) adventure. Not only does he serve as the quest giver, requiring you to speak with him at the beginning and end, but he's also an active participant in the battle. A close look at Barbaros's behavior panel reveals that his actions are governed by a complex set of advanced behaviors that change from act to act. Most interesting of these actions is a self-preservation line starting off each set of behaviors. This requires him to return to the outlook tower (at the starting base) whenever his health drops below 25 percent. In essence, this is a retreat order, making Barbaros fall back if he's in danger of dying. In the event that Barbaros is killed, that scenario is covered, too, by making him respawn back at the base. After all, if he were to die, it wouldn't be possible to complete the *Talk to* goal in Act V.

## Chain-Link Trick



The chain-link fence at the defense force's base is a rather simple element that most players won't pay a second thought to. But getting the fence to function as one took some work. The chain-link fence is an effect, like smoke, fog, fire, and explosions. As a result, the Collision property is not available on this cast member, allowing players to walk right through it. However, there's a clever trick to add Collision to the fence and any other seemingly tangible effect, such as barbed wire. If you look closely at the fence you'll see that it's placed atop several red, blue, and green gates, like the ones in Mr. Puzzle's maze. These gates are set as invisible, so they don't appear in the actual adventure. However, their Collision property remains, preventing players from walking directly through the chain-link fence—any invisible wall cast member could perform the same function as the gates. By placing these gates over the chain-link fence effect, it creates the illusion that the player is running into the fence when in fact the barrier is the invisible gates.

## Exploding Mites



Most of the Grox units follow rather simple routines to attack the player and the defense force units. But the suicidal Mites rely on a clever set of advanced behaviors to pick up the bombs and charge at their enemies. First, the Mites are instructed to pick up any object. Since they're placed next to the bombs, they automatically pick up the nearest object. The bombs are gameplay objects that explode a few seconds after they're picked up, making them perfect for this type of scenario. Next, the Mites are ordered to follow a variety of potential targets (including the player) once they become aware of their presence. It's this *Follow* instruction that makes the Mites charge at a target and stay nearby until the bomb detonates. Of course, the bomb kills the Mite, given the creature's low starting health, but it may also kill or injure the target thanks to the bomb's damage and blast radius. So if your adventure ever calls for exploding suicidal creatures, this is a great advanced behaviors routine to study and replicate.

## Pod Destruction



After the player destroys the Infestation Pod in Act III, Act IV is devoted solely to showing the massive explosions that follow, making for a dramatic and memorable conclusion to the adventure. This was orchestrated with several explosion effect cast members that remain hidden until the beginning of Act IV. These effects are placed over the pod and the two Conversion Chamber structures on the sides. As soon as the pod's health drops to zero, the goal in Act III is complete, allowing these explosions to erupt at the start of Act IV. Aside from the massive mushroom cloud rising from the remains of the Infestation Pod, there are several smaller secondary explosions and sparks shooting out of the rubble. While the Infestation Pod has an explosion animation of its own, layering these effects on top of that sells the destruction even more, providing the player with a greater sense of satisfaction. With no goals in Act IV to complete, the act progresses with a time limit, ending after only six seconds.



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# it came from the sky



**Genre:** Explore
**Difficulty:** Easy
**Description:** An alien ship has crashed on a frozen planet near a secret research base. You have been called in to investigate.

The Project Icewater Research Station is experiencing a medical crisis, causing many of the researchers to fall sick—or worse. Not long ago an alien spacecraft crashed near the facility. It's unclear if this spacecraft is the source of the contagion affecting the researchers, but it's worth investigating. Report to the planet's surface and speak with the remaining researchers in an attempt to uncover the source of this mysterious outbreak. Although this adventure is a largely a fact-finding mission, equip your captain with at least one ranged weapon. You never know what might happen.

## Act I: The Crash Site



**Goal:** Examine the Crashed Alien Ship

**Goal:** Talk to Claark

After beaming down to the frozen planet, take note of the large disc-shaped object partially imbedded in the ground outside the research facility—this is the alien ship. Walk over to the ship and click on its hull to examine it. The craft exhibits no signs of power, but it appears an escape hatch door was jettisoned. What appears to be an alien body lies next to the crash site. Perhaps this alien was the sole survivor of this crash? But a glowing green trail leading into the research facility suggests otherwise.



Follow the glowing green globs of organic matter into the research station and speak with Claark, one of the researchers. Claark welcomes you to the planet, but he doesn't seem completely sincere. It appears you've picked a bad time to visit—most of the researchers are either sick or dead. Claark doesn't provide any other details. It looks like you'll have to poke around to get the rest of the story.



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# Act II: Something's Not Right...



**Goal:** Talk to Ben Ning **Goal:** Talk to Blaair

Just beyond Claark is another researcher, Ben Ning, the station's meteorologist. Speak with him to get more info on the current situation. He says the men started getting sick, then they just turned crazy. He also mentions that one of the researchers, Palma, brought his daughter Eftie to the station with him. But Eftie has gone missing since the start of the outbreak. Where did she go?



A few paces beyond Ben is Blaair—talk to him too. Blaair is a bit less coherent than his colleagues. Perhaps he's infected? Blaair complains about the poor state of the facility, stating that everything is malfunctioning. He feels that if Cooper were around he'd be able to fix it. But apparently Cooper has been missing ever since he left sickbay. By now he has probably either succumbed to the infection or frozen to death.

# Act III: Accusations



**Goal:** Move to the Graves **Goal:** Examine the Alien Skin

After speaking with Blaair, follow the goal icon on the minimap to locate the graves of the fallen researchers. There are five graves placed along the facility's outer wall. Next to the graves is another one of those green glowing globs. Upon closer inspection it appears to be skin, perhaps from one of the alien creatures. Did one of the aliens survive the crash and infiltrate the facility? The trail of skin continues past the graves and into an isolated part of the facility.

# Act IV: Encounter



**Goal:** Talk to the Infected Alien **Goal:** Talk to Eftie

Follow the trail of alien skin into a storage area. Here you find an Infected Alien and Eftie, the missing daughter of one of the researchers. But the Alien doesn't appear to be harming Eftie or keeping her captive. Speak with the Alien to find out what's going on. He immediately apologizes, stating that the sickness he and the researchers are suffering from came from his planet. He also mentions that Eftie has been helping him hide from the researchers. The Infected Alien suggests taking Eftie and leaving the planet soon to avoid the infected researchers. After speaking with the Alien, talk with Eftie. Despite being in close contact with the Infected Alien she appears to be in perfect health. Perhaps she's immune? She doesn't seem to understand exactly what's going on here—she just wants to see her daddy and go home.



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# Act V: Who's Out There...?



**Goal:** Bring Eftie to the Extraction Point

Immediately after speaking to Eftie a disturbing scream can be heard coming from the research facility—it sounds like the researchers have succumbed to the infection. You must escape with Eftie now! At this point Eftie will follow you all the way to the extraction point, but you must protect her from the zombie-like Infected. Two Infected wander around the area by the graves. Place yourself between Eftie and the Infected at all times to prevent them from attacking her—you can sustain more damage than she can. If available, ranged weapons are the best way to take out these threats, allowing you to keep the Infected at a safe distance.

Proceed through the research station, blasting your way through the Infected along the way. Stop occasionally to make sure Eftie is behind you at all times. If she fails to keep up, wait for her to catch up before proceeding. More Infected wander around outside the facility. Instead of dashing toward the extraction point, systematically eliminate the three Infected stumbling around the crash site. Once the path is clear, move next to the extraction point, marked by the blue column of light. As Eftie nears the extraction point the goal is complete and the adventure is declared a success. Now that Eftie is safe perhaps her natural immunity can lead to a cure.



**NOTE** Did you recognize this story? It's based on John Carpenter's *The Thing*. Not only are the setting and story familiar, but many of the characters in this adventure share similar names with the characters in the film.

# Behind the Scenes

This adventure starts off as a rather simple mystery but suddenly shifts gears in the final act, becoming a frantic survival-horror ordeal. Revealing small pieces of information a little bit at a time keeps the player in the dark, wondering what's going to happen next, making the shift in action even more dramatic. But this shift isn't totally unexpected or out of place thanks in large part to the overall sense of impending dread created by the music, sound effects, and dialogue. It's clear something isn't right early on, helping build tension until the dramatic finale. In this sense, the adventure is a great example of how deliberate pacing can really pay off. Here's a closer look at some of the elements that make this adventure so effective.

## Sound Design



The premise of this adventure is creepy enough, but the Horror musical score and various sound effects help create an even more unsettling tone. The musical score isn't placed in the adventure like a standard sound cast member. Instead, it's assigned to each act, ensuring that it plays throughout the adventure at a constant volume, regardless of where the player goes. To assign a piece of music to an act, click on the green Act bar at the bottom of the creator. This brings up the Act Description & Music panel. Here you can write a brief description of the act, which appears in a window above the act's goals during the adventure. This panel also allows authors to select a musical score. It's possible to change musical scores in every act. But in this case, the same Horror score plays throughout all five acts. When selecting a musical score, browse through the Sporepedia and choose one that best fits the action, setting, or theme of the act—it's hard to imagine a better-fitting score for this adventure. In addition to the musical score, the adventure also benefits from wonderful sound effects such as the wind and the bloodcurdling scream heard at the beginning of Act V. Together, these sound elements combine to create a very creepy ambience on par with some of the best sci-fi/horror films.



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## Alien Skin



The trail of alien skin leading from the crash site, through the research facility, and to the Infected Alien is a rather creative plot device, passively guiding the player through the entire adventure. Two elements make up each clump of alien skin. The skin itself is actually a creature with zero health, ensuring it doesn't move anywhere—the dead alien at the crash site also has zero health, causing the creature to sprawl out on the ground and remain motionless. Atop each piece of skin (and the dead alien) is a Polluted Pond visual effect, creating that creepy, green glow. The trail of skin leads the player to the various characters that must be spoken to and ultimately to the Infected Alien. In Act V, the skin comes in handy to locate the extraction point. Like following a trail of bread crumbs, all the player has to do is track the skin back to the crash site. Although the skin isn't a necessary element, it provides a nice touch that helps reinforce the story while aiding in gameplay.

## Escorting Eftie



In Act V the player must escort Eftie back to the extraction point while fending off several Infected enemies. Escort-based gameplay is made possible through the *Bring to* goal, requiring the joining of two cast members. In this particular adventure, Eftie must be joined with the extraction point to fulfill the objective and complete the adventure. But just because a *Bring to* goal is assigned doesn't mean Eftie will automatically follow the player to the extraction point. So in Act V, Eftie switches from *Stationary* movement to *Follow*, prompting her to follow the player—any cast member could be chosen for Eftie to follow, but the player makes the most sense in this adventure. Even with Eftie following the player, there is still a chance for failure. For instance, if Eftie is attacked and killed by one of the Infected, the *Bring to* goal cannot be completed, prompting the adventure to end in failure. So this forces the player to be very protective of Eftie throughout this advance, ramping up the tension even more. Escort objectives are very useful in a variety of situations, so refer to this *Bring to* goal when implementing similar gameplay into your own adventures.

## Zombies!

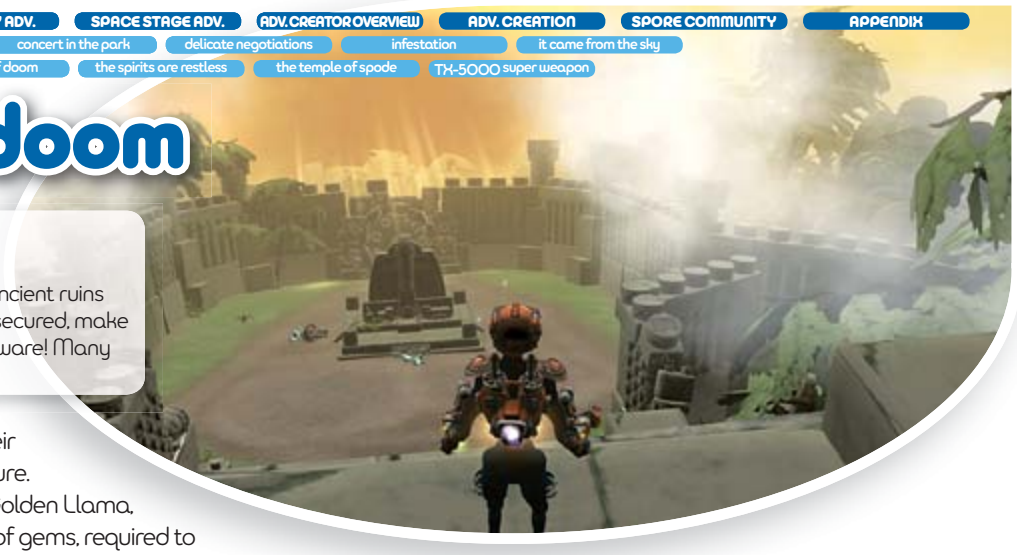


Wondering how the infected researchers turn into zombies? At the start of Act V while the player is still with Eftie and the Infected Alien in the isolated storage area, the researchers are hidden and the new Infected cast members are shown. Since all of this occurs outside the player's line of sight, it creates the illusion that the researchers became zombies, when in fact they were just swapped out for different creatures. This is reinforced by the Infected creatures' similar but more menacing appearance, making it seem like the same characters have become rabid. The Infected use advanced behaviors to govern their hostile intent toward the player and Eftie. First, they're instructed to attack the player on sight. Next, they're told to attack Eftie on sight—this is why it's important for the player to take the lead and try to attract all the attention. Otherwise Eftie could be attacked, putting the entire outcome of the adventure in jeopardy. Finally, the Infected's movement is dictated by a simple *Wander* directive. This makes them wander around aimlessly until they're attracted by nearby prey. As you can see, zombie behavior isn't too complex, so consider creating some of your own. In larger numbers these enemies could be perfect during a defend-style adventure.



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# the ruins of doom



**Genre:** Collect
**Difficulty:** Moderate
**Description:** Use your wits to navigate the ancient ruins and acquire The Golden Llama. Once it's secured, make your way back to the extraction point. Beware! Many have entered—none have returned.

The dreaded Ruins of Doom earn their moniker in this collect-based adventure. Before reaching and acquiring The Golden Llama, your captain must collect a number of gems, required to open three massive stone gates. Getting past these gates grants you deeper access into the ruins, putting you a few steps closer toward reaching The Golden Llama's chamber. But you won't be alone. The ancient ruins are filled with hostile, venomous creatures, eager to hinder your progress. So stay on your toes and be ready to defend yourself. Maybe you'll be the first to escape these cursed ruins?

## Act I: Explore the Ruins



**Goal:** Collect 25 Gem Piles

Your captain beams down on a mountain offering a breathtaking view of the ruins below. Follow the path ahead to a series of very steep steps leading down into the first chamber. Don't worry about leaping down from these heights—you won't take fall damage. So drop down into the chamber and get busy collecting the blue gem piles. Thanks to their blue color, these gem piles stand out from the drab surroundings, making them easy to spot. The Tomb Spider and Gem Collector creatures in this chamber are rather harmless. Instead of killing them, simply avoid them when possible—they respawn anyway. But if you are attacked by one, retaliate with a ranged or melee attack and resume collecting gems.

**NOTE** As their name suggests, the Gem Collector creatures are capable of picking up gem piles and carrying them around. If this occurs, you must kill the Gem Collector to steal its treasure.



Collecting these gems is as simple as walking through them—you don't have to stop to pick them up. Each gem pile you pass through disappears and the number in your inventory increases; this number is displayed near the goal text in the top left corner of the screen. So stay on the move, dashing through one gem pile at a time. Since collecting them is a goal, the gem piles also appear on the minimap, useful for tracking down errant piles if you missed one. When you've collected all the gems in the central chamber, enter the wings to the left and right to find the rest. If you're running low on health, search these wings for health power-ups—there's one in each wing.

## Act II: The First Gate



**Goal:** Examine the Stone Gate

Once you've collected all 25 gem piles, the first goal is complete, triggering the start of Act II. Now you must examine the first stone gate in the central chamber. Approach this large gate and click on it to fulfill the *Examine* goal. During this sequence it becomes apparent that the gems act like keys, each fitting inside a notch carved into the gate. Once all the gems are in place, the gate swings open, offering access into the second chamber.



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# Act III: Collect Gems



**Goal:** Collect 25 Gem Piles

As in Act I, you must collect a set of 25 gem piles to open the next gate. The second chamber closely resembles the first one, with one central chamber in the center and two smaller wings off to the sides. So dash through all three of these areas to collect the gems. However, keep your distance from the two Tomb Hogs. These large creatures are rather vicious and can deal significant damage. Consider taking them out if they attack or get in your way. Ranged attacks are most effective against these beasts, denying them the chance to retaliate in close quarters. Unlike the Tomb Spiders and Gem Collectors (also found in this chamber), the Tomb Hogs don't respawn, so once they're down, they're down for good. If you take heavy damage from the Tomb Hogs or other creatures, quickly grab one of the three health power-ups found in this chamber. There's one in the central chamber and one in each of the two wings. Continue exploring this chamber until you have all 25 gem piles.

# Act IV: The Second Gate



**Goal:** Examine the Stone Gate

Now that you have all the gems, you can open the next gate. Walk over to the closed stone gate and click on it to complete the goal. Before opening the gate you notice a peculiar inscription that appears to be a warning: "The Guardian Watches All!" What could that mean? Maybe it's just a hollow threat meant to scare away intruders such as yourself. You're too close to The Golden Llama to turn back now, so ignore the warning and proceed through the now open gate.

# Act V: The Temple



**Goal:** Collect 25 Gem Piles

You're now in the temple section of the ruins. Instead of large open chambers, the temple consists of cramped, twisting passages. While the layout is different, the goal here is the same as in Acts I and III. So while charging through the narrow passage, keep your eyes peeled for gem piles. Be sure you grab each gem pile scattered along the path. If you miss one, you'll have to backtrack to retrieve it. There's only one Tomb Spider and one Tomb Hog in this passage, but due to the tight quarters, it's difficult to avoid them. So attack them at first sight to avoid being chased. The Tomb Spider respawns after 20 seconds, but if you kill it and keep moving you won't have to worry about the new Tomb Spider following you.

Halfway through the temple you come to a deep chasm spanned by a rickety rope bridge. It may not look like the safest bridge but it will support your weight, even if it does creak as you walk across it. Don't worry; you won't fall into the river of lava far below. Beyond the bridge, continue through the twisting passages filled with more gem piles. As you pick up the 25th gem pile, the final stone gate automatically opens just ahead, revealing the final chamber containing The Golden Llama.





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# Act VI: The Golden Llama





**Goal:** Collect The Golden Llama

Step into the final chamber and approach the glimmering Golden Llama statue. There are no creatures inside this chamber, nor are there any obstacles preventing you from picking up the statue. Seems a little too easy. But there's no trick to completing this goal. Simply walk over to the statue to collect it—but be ready for the consequences. As soon as you pick up the statue, the wall at the opposite end of the chamber crumbles and the massive Guardian makes its frightening appearance. It's time to get out of here!

# Act VII: Run!

**Goal:** Move to the Extraction Point



The Guardian has infinite health, so there's no use in attacking the massive creature. Instead, turn around and race through the temple passage. The cramped corridors are now filled with multiple Tomb Spiders that respawn every second. So don't stop and try to eliminate them—they'll just reappear and attack. Just keep running, following the passage back to the rope bridge. Even if you've suffered multiple Tomb Spider bites, don't worry. There's a health power-up at the rope bridge. Grab the power-up and then race across the bridge. The first extraction point is on the opposite side. When you reach it, the bridge collapses behind you and Act VIII begins.

# Act VIII: Extraction Point

**Goal:** Move to the Extraction Point



Continue racing through the temple's passage, following it back to the second chamber. But when you reach the second chamber it becomes apparent that the Guardian is waiting for you. Somehow the creature passed you and is attempting to prevent your escape. The Guardian is joined by the usual Tomb Spiders and Gem Collectors, making your escape even more challenging. Don't panic now. Just keep moving, racing toward the open gate at the far end of the chamber. While moving, keep your distance from the Guardian to avoid getting pummeled by one of its devastating melee attacks. Fortunately, the Guardian is relatively slow, which allows you to outmaneuver the beast.

**TIP** The Guardian encountered in the second chamber is a different Guardian than the one you encountered in the The Golden Llama's chamber. This second Guardian is still very durable, but not invincible. It's entirely possible to kill it; however, such attempts are difficult and best undertaken by captains equipped with a level 3 Missile Flinger weapon. If you have a Hypnomelder, the Mind Meld attack is also very effective, preventing the Guardian from attacking and allowing you to escape unscathed.

The extraction point is at the far end of the first chamber, marked by a column of blue light. Don't bother looking back now—even though the first gate's entrance is narrow, the Guardian can still fit through, chasing you all the way to the extraction point. So just keep moving until you're within the column of blue light. Reaching the extraction point completes the adventure, so take a deep breath and pat yourself on the back—you escaped with The Golden Llama!



# Behind the Scenes

Weighing in at eight action-packed acts, The Ruins of Doom is one of the longest and most advanced Maxis-created adventures, showcasing some very clever authoring techniques. It's also a great example of how collect-based adventures can play out, requiring the player to locate and gather a number of items as a means of progression. After playing, take a moment to open this adventure in the Adventure Creator and study how the designers put together some of these cool sequences.



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## Opening Stone Gates



During the adventure the player must collect several gem piles in order to open the three stone gates. But exactly how does this work? The *Collect* goals are actually independent of the gates opening, with each goal residing in an individual act. The *Examine* goal text in Acts II and IV creates the illusion that the gems are being inserted into the gates. So how do the gates open? There are actually two gate cast members placed on top of each other with changing show/hide properties. For example, within the first chamber in Acts I and II, the closed Stone Gate cast member is shown. But at the start of Act III, the closed Stone Gate is hidden and the Ancient Stone Gems gate is shown, making it appear as if the gate opened. If you look closely, you can see several blue gems lodged in the notches of the open gate, further selling the concept of the gems functioning as keys. Accompanying the appearance of the open gate is a Poof White visual effect, creating a sudden cloud of white smoke. This smoke obscures the swapping of the two gate cast members, hiding the otherwise jarring show/hide swap. The Sporepedia is filled with various open and closed gate/door cast members available for use in your own adventures. So when implementing a gate- or door-opening event, follow this method to pull it off without a hitch.

## The Rope Bridge



The creaky rope bridge suspended over the lava-filled chasm is one of the many memorable elements from this adventure. As the player walks across, the bridge lets out a heart-stopping creak, making it sound like the bridge could collapse at any moment. The clever staging of this creaking sound is created with a Door Open sound effect placed at the center of the bridge. Even though the sound effect is that of a creaky door opening, it performs wonderfully in this context. The audible radius of the sound effect is adjusted so that it encompasses only the length of the bridge. This is why the creak is only heard when the player steps onto the bridge. The bridge eventually collapses in Act VIII, as the player is escaping the temple. But the bridge's collapse isn't due to damage or the player's heavy steps. Like the opening stone gates, the intact rope bridge is hidden and the Broken Rope Bridge cast member is shown, taking its place. Not only does this reinforce the illusion of the rickety bridge, but it also prevents the player from backtracking deeper into the temple—in a sense, urging the player to press on toward the extraction point.

**TIP** Due to the planet's intense global temperature (set within the Weather palette of Terraform Mode), all water is replaced with lava. This is how the lava river beneath the bridge was created. So if you need lava in your adventure, max out the global temperature and raise the water level. Reversing the global temperature in the opposite direction turns all water into ice.

## Finale Music and Visual Effects



After you collect The Golden Llama a number of effects are triggered, instantly ramping up the tension as the player struggles to escape the ruins. The most notable change is in the musical score, changing from Haunted in Act VI to the more up-tempo Epic Adventure in Acts VII and VIII. This sudden change in music perfectly complements the shift in the action and may even hasten the player's actions, prompting the captain to reach the extraction point as quickly as possible. The sky is also filled with multiple Cloud Lightning visual effects, instantly blotting out the sun with black stormy clouds. Since these effects are rather small when compared to the size of the ruins, several Cloud Lightning effects are shown in Act VII to completely fill the sky with menacing storm clouds regardless of where the player goes. The column of blue light at the extraction point is another effect, consisting of two Spotlight Blue cast members pointing in opposite directions, providing the player with a visual cue of where to move to escape. As you can see, a change in music and the sudden appearance of new visual effects can really impact the gameplay experience, especially in an escape-oriented sequence.

## The Guardian's Twin



The Guardian's appearance in The Golden Llama's chamber during Act VII is startling to say the least. But its subsequent appearance in the second chamber during Act VIII is even more disturbing—just when it seems the beast has been evaded, here it is in front of the player. These two separate appearances create the illusion that the Guardian somehow took a shortcut through the temple in an attempt to block the player's escape. But in actuality, there are two different Guardians. The first is shown in Act VII but becomes hidden at the start of Act VIII. This is when the second Guardian cast member is shown, appearing in the second chamber, just in time to greet the player exiting the temple. The mechanics behind this event are rather basic, handled through deep editing and the manipulation of the show/hide properties of each creature—essentially the same technique implemented to swap out the open/closed gates and the two versions of the rope bridges. But in this case the cast members are placed in two separate locations, making the effect even more dramatic and unexpected.

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# the spirits are restless



**Genre:** Quest
**Difficulty:** Moderate
**Description:** Horrible Shabbols are attacking a small village. Walk the Spirit Path and attempt to restore harmony to the land.

In The Spirits Are Restless, a coastal village is under siege by a horde of rabid Shabbols. It appears something evil is at hand in the hills near the village, causing these vicious creatures to attack. It's your job to get to the bottom of it by performing a mystical spirit walk through the throngs of dangerous creatures in an attempt to discover the source of this disturbance. Although this isn't necessarily a combat-based adventure, it's still a good idea to bring along both melee and ranged weapons for self defense. The Shabbols are very dangerous, territorial creatures and don't take kindly to intruders infiltrating their turf.

## Act I: A Town in Whaales



**Goal:** Talk to the Town Leader

**Goal:** Talk to the Old Druid

The adventure begins at the coastal village. It appears the hostile actions of the Shabbols have taken a psychological toll on the inhabitants of this quaint little town, prompting some of the citizens to run around in a panic. Some blame a "crazy Druid" for this predicament. Fortunately, the Town Leader is a bit more coherent. Speak with him to figure out what's really going on. He tells you that the Shabbols attack every night for unknown reasons. Apparently a druid has been wandering around the outskirts of the town, but the Town Leader isn't sure if he's the cause of the Shabbols' aggression. He admits they know nothing about the Shabbols and requests your help on this matter.



It looks like you'll need to find that druid to get more information on this situation. Exit the village by walking across the covered bridge. The Old Druid can be seen standing on the path just beyond the bridge—he's carrying a long staff. Talk to him to see what he knows. The Old Druid is aware of the situation in the village and claims to know the cause. He says there's something evil stirring up on the hill. But he feels you have the inner harmony required to restore balance. You must follow him to the Circle of Harmony so he can tell you more.



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# Act II: Sacred Stones



**Goal:** Move to the Fire Pit

After you speak with the Old Druid, he turns around and begins walking away—follow him. As the Old Druid moves he continues speaking. During this quick chat he says that he's heading toward the Circle of Harmony. But he suggests you both move quickly, due to the cold weather. The Old Druid stops when he reaches the Fire Pit at the Circle of Harmony. Stand next to the Fire Pit to complete the *Move to* goal and advance the adventure into the next act.

# Act III: The Circle of Harmony



**Goal:** Talk to the Old Druid

The Circle of Harmony is a small clearing in the trail with a Fire Pit at the center and surrounded by five stone head carvings. Upon reaching the circle, the Old Druid stops and stands next to the Fire Pit—speak with him again. Here the Druid informs you that you must walk the Spirit Path. But he warns you not to stray from the path during your journey, for the Shabbols won't hesitate to attack. He offers you his staff, claiming it will channel your energy and keep you safe. He then wishes you well, telling you to put aside your fears and trust your inner harmony.

# Act IV: Walk the Line!

**Goal:** Hold the Wolf Staff

**Goal:** Bring the Wolf Staff to the Altar of Horror



Following the Old Druid's mystical monologue, stand next to him until he hands over his Wolf Staff. The Wolf Staff is required to fulfill the *Bring to* goal at the end of the act, so don't leave without it! With the staff in hand you're now ready to follow the Spirit Path. The path begins just beyond the Circle of Harmony. Pass through the fog and into the Shabbol-infested woods.

**TIP** If you're equipped with a Jump Jet you don't have to follow the Spirit Path at all. Face the rocky wall to the left side of the Circle of Harmony and then launch yourself skyward. Directly on the other side of the rocky wall is the Altar of Horror and the Ancient Horror creature guarding it. Simply land next to the Altar of Horror to complete Act IV in record time.

As you advance along the Spirit Path, more and more Shabbols come into view. These creatures are fiercely territorial, but they have very limited awareness—you practically have to walk right next to one before it'll attack. So keep your distance and they won't even notice you. Most of the Shabbols patrol back and forth, crossing over the Spirit Path. Time their movements and slip past them to avoid being detected. If you do come under attack by a Shabbol, either retaliate or run away. However, if you do run, be careful not to run into any more Shabbols. If multiple Shabbols chase and attack you, it could end your quest very fast. The path eventually splits at a Y intersection. Take the left branch—the other path leads to a dead end patrolled by several Shabbols.





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**CAUTION** If you're forced to defend yourself, you may drop the Wolf Staff during the fight. If this occurs, be sure to grab it before moving on. You must have the staff to complete the adventure!



Continue advancing along the stone path until it disappears beneath a haze of thick fog in a small clearing. While avoiding Shabbols, turn left in the clearing and approach another fog-free clearing surrounded by tall rocks—the Altar of Horror is dead ahead. However, the altar is protected by a an epic creature called the Ancient Horror. The Ancient Horror is invincible, so don't bother confronting this fire-breathing beast. Instead, race toward the Altar of Horror as quickly as possible before the creature can inflict heavy damage.

## Acts V & VI: Banish!



Taking the Wolf Staff to the Altar of Horrors triggers a cataclysmic event causing the Ancient Horror to disappear within a massive plume of black smoke. When the dust settles a new path has opened, leading directly to the Circle of Harmony.

## Act VII: Harmony Restored



**Goal:** Talk to the Old Druid

Move through the new opening in the rocky wall and return to the Circle of Harmony to speak with the Old Druid one more time. He's surprised you survived the encounter but is grateful for your intervention. The forest is now cleansed and the villagers have nothing more to worry about. Before saying goodbye, the Old Druid advises you to keep the faith and "follow the path." Your work here is complete. The Ancient Horror has been banished and the Shabbols no longer pose a threat to the villagers. Time to move on to your next adventure!

## Behind the Scenes

The Spirits Are Restless is the quintessential quest adventure, featuring all the basic elements one would expect, including a quest giver, a challenge, and a happy resolution. But beyond the simple narrative framework are some rather advanced mechanics helping create a unique gameplay experience. Here's a closer look at some of the elements that help this adventure stand out from the crowd, including the locking down of a time, the behaviors of the Old Druid and the Shabbols, and the mystical effects displayed during the Ancient Horror finale.



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## Night Adventure



Chances are this adventure wouldn't be as creepy if it were set during the middle of the day, with sunlight pouring down on the Shabbol-filled forest. When combined with the fog, music, and other spooky elements, the night setting provides a more sinister and threatening ambience to the whole gameplay experience. Authors can designate the time of day for their adventures by accessing the Weather palette in Terraform Mode. At the top of this palette is the Set Time of Day function, allowing you to specify any time, down to the minute. These changes are reflected in the game world's lighting, cycling between dawn, day, dusk, and night conditions. In this particular adventure the time is locked at 23:18, indicated by the closed lock icon next to the time display. This lock prevents time from advancing, placing the adventure in a perpetual night. If the time was left unlocked, time would progress normally as the player advanced through the adventure, with morning eventually arriving. But that could ruin the whole mood of the adventure as the sun peeks over the horizon. The designers locked down the time so the sun will never rise. Locking the time is a good technique to maintain a certain ambience throughout an adventure.

## The Old Druid



The player spends a significant amount of time talking to and interacting with the Old Druid character, this adventure's quest giver. But unlike some quest givers, the Old Druid is quite active, performing different actions throughout the various acts—and all without the use of advanced behaviors. Let's take a quick look at his routine for yet another example of how useful deep editing can be. In Act I, the Old Druid is instructed to pick up the Wolf Staff and remain standing. Cast members can't begin an adventure holding an object, so they must be instructed to pick up the items an author intends for them to carry. In Act II, after the player has spoken to him for the first time, the Old Druid performs a *Move to* action, making him follow a set of waypoints to the Circle of Harmony. *Chatter* text is also assigned in this act, causing him to speak as he walks to the circle. He remains stationary at the Circle of Harmony throughout Act III as the player talks to him for the second time. Then at the start of Act IV he's instructed to give the Wolf Staff (the very object required to complete this adventure) to the player. Between Acts IV and VII, the Old Druid remains near the Circle of Harmony, awaiting the player's return. Overall, assigning the Old Druid different actions in each act makes him a very lively and realistic-acting quest giver. Consider assigning similar actions and behaviors to key characters in your own adventures.

## Shabbol Awareness



There are 44 Shabbols wandering around the forest, eager to attack any intruders that encroach on their territory. So how is it possible to sneak past this vast army of hostile creatures? Pull up the Shabbol behavior panel and take a look at their Awareness slider. The Awareness slider adjusts the yellow radius around each creature, determining at what distance they notice other cast members. A player who wanders into this small yellow radius will be attacked, as dictated by the Shabbol's Aggressive personality. Each Shabbol has an Awareness of 1, making them practically blind. However, their lack of awareness is compensated for by a harsh 400 percent damage bonus, also adjusted with a slider. So a careless player who gets too close to one of these creatures will pay dearly for that mistake. Adjusting the Awareness setting of cast members is a great way to fine-tune stealthy adventures such as this one, where the player is encouraged to avoid detection and combat.

## Ancient Horror Apocalypse



At the end of Act IV, the player is tasked with taking the Wolf Staff to the Altar of Horror, banishing the epic Ancient Horror creature. The events that follow consume two timed acts filled with a dizzying number of effects and show/hide actions. Simply joining the Wolf Staff and Altar of Horror brings an end to Act IV, prompting the start of Act V. Act V is only six seconds long and requires no goals to be completed. During this short act the Magical Columns visual effect is shown near the rocky wall by the altar. During this time advanced behaviors control the Ancient Horror, causing it to act scared and halt its attacks on the player. Act VI commences with the Black Smoke Cloud effect appearing over the Ancient Horror's position—the Ancient Horror is hidden, creating the illusion that the creature has vanished within a cloud of smoke. After the six-second show, Act VII begins, prompting the appearance of the Pixies visual effect and the peaceful Bird Ambience sound effect. At this time the Magical Columns are hidden, as are the various stone wall pieces, opening a path to the Circle of Harmony. There's a ton of action packed into these 12 seconds, but the work that went into orchestrating these events is well worth it, making for a very memorable finale.



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# the temple of spode



**Genre:** Defend
**Difficulty:** Moderate
**Description:** Protect the old priest on his journey to the Temple of Spode.

In this adventure you must escort Priest Falloha to the Temple of Spode, protecting him from attacks by the Black Claw, a fanatical tribe determined to destroy the temple and its Blaharan worshipers. Danger lurks at every corner during this perilous journey, requiring quick reflexes and proficient combat skills. If available, equip your captain with both melee and ranged weapons—the more powerful the better. But ensure your captain has a way to recharge these weapons as there are no energy power-ups available on this planet.

## Act I: The Meeting



**Goal:** Talk to Priest Falloha

Your captain begins this adventure near the coast, where Priest Falloha is waiting near a sign of Spode and a pot filled with ancient scrolls. Walk over to the priest and speak with him. Falloha is grateful you've come to assist him during this journey, but he warns that there are many who oppose the way of Spode in this area—he has lost many companions on the trail leading to the temple. Despite the dangers, the priest is committed to reaching the temple. Time to move out.

**NOTE** Notice that there are two goals in Act I, but both are completed upon speaking to the priest. The second goal is hidden and requires you to defend the priest. If the priest survived the act, it's considered complete. For a closer look at hidden goals in this adventure, flip ahead to the *Behind the Scenes* section.

## Act II: The Journey



**Goal:** Defend Priest Falloha

After speaking with the priest, step onto the dirt path and follow it into the canyon ahead. While escorting the priest, make sure he stays behind you at all times. If your captain is a fast walker, this may mean slowing down so the priest can catch up. In some instances the priest may stop or get stuck on a rock or other object. If this occurs, go back and stand nearby until he resumes following you. Despite the threatening surroundings, the canyon is safe. However, a dead Blaharan villager is found lying on the side of the path, hinting that your luck may change soon. Stay on guard while advancing through the stone arch ahead.



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# Act III: Ambush!



**Goal:** Kill 3 Black Claw Zealots

**Goal:** Defend Priest Falloha

Soon after you pass through the stone arch, Act III begins and a new goal is assigned. Now you're tasked with killing three Black Claw Zealots that are moving in your direction on the path ahead. Judging by the Black Claw ship and rowboats nearby, it appears a Black Claw invasion is underway. Keep the priest behind you during this confrontation as you charge ahead to confront the three zealots. For best results, engage them at a distance with your ranged weapon, picking them off one at a time. If you don't have a ranged weapon, charge into close quarters in an attempt to draw their attention away from the priest—you can take much more damage than he can. The Black Claw Zealots aren't very tough and should fall after one or two strikes.

**TIP** If you're low on health after the fight, there's a health power-up near the water by the Black Claw rowboats.

# Act IV: The Temple of Spode



**Goal:** Defend Priest Falloha

Act IV begins as soon as the three Black Claw Zealots are eliminated—but the path is far from safe. Two Black Claw Fanatics stand in your way next, blocking the path to the Blaharan village. Unlike the zealots, the fanatics are not interested in attacking the priest—their primary target is you! These enemies are a bit tougher than their zealot companions, but they're also slower, giving you more time to engage them with your ranged weapon before they can close in for melee attacks.

After defeating the Black Claw Fanatics, proceed into the Blaharan village, ensuring the priest is right behind you. Just inside the gate, several Blaharan villagers shout for help, saying the temple is under attack. It appears the Black Claw tribe attacked the village on their way to the temple, leaving behind damaged and burning structures. Several Black Claw Scouts and Zealots patrol the ruins of the village, so stay on your toes. Don't deviate from the main path, and engage these threats as they come into view. The diminutive Black Claw Scouts are the weakest of the bunch, but don't let them overwhelm you. Keep your distance and finish them off at long range. There's no rush to reach the temple, so take your time advancing through the village, ensuring every Black Claw unit is dead before exiting. This will prevent them from attacking you from behind, allowing you to better protect the priest during your trek to the temple.





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# Act V: Faith and Prayers



**Goal:** Defend the Temple of Spode

**Goal:** Defend Priest Falloha

**Goal:** Bring Priest Falloha to the Temple of Spode

Upon exiting the village, continue following the path up the hill to the temple. In addition to defending the priest, you must now defend the temple. Engage any Black Claw units on the path, eliminating them before they can reach either the priest or the temple. Several Black Claw Fanatics charge up the hill from the coast, so do your best to avoid these enemies. To complete this act you must escort the priest to the temple, fulfilling the *Bring to* goal and halting the attack on the temple. To achieve this, make sure the priest is right behind you, then stand directly next to the temple. At this point the goal is complete and Act VI begins.

# Act VI: Divine Retribution



**Goal:** Defend Priest Falloha

Now that the priest has reached the temple, you must fend off the remaining Black Claw attackers for one minute. In this act your only goal is to defend the priest, who remains standing next to the sign of Spode in front of the temple. Turn toward the coast, where a Black Claw ship is bombarding a house on the coast. More Black Claw Fanatics approach from this direction at a high rate of speed—these guys are much faster than the ones you encountered outside the village. Meet them head on as they charge up the hill, attacking with your ranged weapon—missile attacks are great for wiping out multiple enemies with one blast. A lone fanatic also approaches from the village, so don't forget to scan this direction. Unless attacked, the fanatics charge straight for the priest, so make sure you intercept them before they get too close. If the priest comes under attack, immediately retaliate against his attackers before it's too late—if the priest dies, the adventure is a failure. The four Blaharan Defenders guarding the temple help defend the priest, so you're not alone. After eliminating the first wave of fanatics, don't let your guard down. New fanatics spawn every 15 seconds on the coast and in the village, continually attacking throughout the act. So remain vigilant and hold out until the act's timer counts down to zero.

# Acts VII & VIII: The Glory of Spode



**Goal:** Talk to Priest Falloha

After you survive for one minute, storm clouds suddenly fill the sky and lightning strikes the ground around the Black Claw positions. The intense storm subsides after a few seconds, and the remaining Black Claw units crumple to the ground. Turn toward the coast and watch the Black Claw ship explode, marking the end of the invasion. You did it! To complete the adventure, speak with Priest Falloha. The priest is both thrilled and relieved now that the Black Claw invasion has been turned away. The temple is now safe and the Blaharan race can finally live and worship in peace.

# Behind the Scenes

The Temple of Spode is an interesting take on the defend genre. While typical defense-oriented adventures require the player to hold out at a single location and fend off waves of attackers, this is a more transient adventure, requiring the player to stay on the move while protecting the priest. Beneath the unique framework of the adventure are some interesting implementations of hidden and *Defend* goals. The diverse Black Claw units and stormy finale also contribute to making this a unique adventure with plenty of lessons to learn from.



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## Hidden Goals



This adventure utilizes a few hidden goals to obscure some of the more obvious objectives. For instance, in Act I the *Defend* goal is hidden, requiring the player to protect the priest. While it's highly unlikely the priest will die early on in the adventure, this hidden goal ensures the priest lives to see Act II. After all, if the priest dies in Act I, proceeding with the rest of the adventure is pointless. In Act II the *Move to* goal is hidden as the player leads the priest through the canyon. Since the canyon path is completely linear, there's no need to show this goal on the mission card or minimap. The *Move to* goal in Act IV is also hidden since the village exit is rather obvious, especially if the player stays on the path. If you wish to hide a goal in your own adventure, click on the eye icon next to the goal in the Goals panel. Hiding goals makes them completely invisible to the player, removing all indicators, including the goal icon on the minimap. There are various reasons why authors might wish to hide a goal—but don't go overboard. If players are unclear about where to go or what's expected of them, they could become lost or frustrated. So exercise caution when hiding goals to prevent your adventure from turning into a confusing mess.

## Defense Criteria



Throughout this adventure the player is constantly tasked with defending something, whether it's the priest or the temple. Unlike most goals, *Defend* goals require a second clause to advance the adventure, whether it's another goal or a time limit. If you simply place a *Defend* goal in an act, the act will never end, unless the defend object is destroyed, always resulting in failure. So it's up to the author to determine under what circumstances the *Defend* goal should be considered a success. Browse through this adventure to see how *Defend* goals are implemented alongside other goals. In Act I, the hidden *Defend* goal is accompanied by a *Talk to* goal—once the *Talk to* goal is complete, the *Defend* goal is also declared a success and the adventure advances into Act II. In Acts II and IV, *Move to* goals are used to advance the adventure while the *Defend* goals serve as a secondary criteria, ensuring the survival of the priest. Only Act VI has a single *Defend* goal, but a time limit is employed to end the act after one minute has transpired. If the timer weren't set, the act would continue indefinitely or until the priest was dead.

## Black Claw Units



Although there are three different Black Claw units, all share a similar black-and-white motif, making them instantly recognizable as enemies despite their different names and attributes. While it would have been easier to recycle the same enemy creature throughout the adventure, the slight differences between the Black Claw Zealot, Fanatic, and Scout offer more aesthetic and gameplay variety. Without these slight differences players would feel like they're simply taking on an army of clones. Beneath their tribal wear, all three creatures are very similar, with nearly identical attributes. The major items that set them apart are their elaborate tribal masks. As you can see, creating different-looking creatures is as simple as changing their accessories. Just be sure to save each iteration as a new creature to ensure the original is not overwritten. By slightly altering appearances, you can create an entire army of unique individuals. You can further enhance their individuality by altering their behavior, awareness, speed, damage bonus, and health attributes in the behavior panel.

## The Intervention of Spode



At the beginning of Act VII, several mystical events occur, instantly ending the Black Claw invasion. This effect-filled act kicks off with the appearance of Rain Clouds over the Temple of Spode and the Black Claw ship, as the sound of Thunder booms overhead. Lightning Strikes pound the ship and hill where the Black Claw Fanatics are attacking from. All of these effects are shown only during Act VII, and then they fade away after five seconds (the length of the act), triggering the beginning of Act VIII. In the final act, the damage of the storm becomes apparent as the Black Claw Fanatics keel over and die and their ship explodes. This is accomplished by setting the health of the fanatics and ship to zero at the start of Act VIII through the use of deep editing. These visual and sound effects create the illusion of a divine intervention, helping reinforce the power of Spode that the priest and Blaharans continue proclaiming during the course of the adventure. It also makes for a memorable and very satisfying finale.



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# TX-5000 super weapon



**Genre:** Puzzle
**Difficulty:** Moderate
**Description:** The C'Servoid are building the ultimate weapon. Infiltrate their research base and disable the reactors. This is a covert mission—employ stealth and work with the resistance to destroy the TX-5000.

In this stealthy adventure you must infiltrate a top-secret C'Servoid research facility where their TX-5000 superweapon is reaching the final stages of development. Some Oppraas't resistance fighters are being held at this same facility. Because of the high security surrounding the superweapon, you'll need the help of these resistance fighters to successfully stage an assault on the TX-5000. Although this is largely a stealthy mission, bring along at least one ranged weapon to defend yourself. It may be necessary to eliminate some of the C'Servoid patrols, plus you'll need a ranged weapon to help the resistance fighters destroy the TX-5000.

## Act I: Infiltrate

**Goal:** Talk to Bantuii



Your captain arrives on the scene just outside the research facility. The first goal is to meet up with Bantuii, the leader of the resistance fighters held inside the C'Servoid base. The perimeter is guarded by a turret positioned at the front gate, while a Patroller vehicle rolls along the outer wall—it looks like a frontal assault is out of the question. Hold your position and watch the Patroller vehicle carefully. As it moves to the right, past your position, turn left and dash along the facility's outer wall. The Patroller vehicle will return to this area, so don't waste any time. If the Patroller vehicle spots you, chances are you won't get much farther—no matter how fast you are, you can't outrun its missiles. While moving along the outer wall, look for this conveyor belt. Apparently this machinery is used to transport supplies into the facility. But it also works as a bridge, allowing you to climb over the wall.



Drop off the end of the conveyor belt and turn right. The Oppraas't resistance fighters are being held in a makeshift cell nearby. Approach the chain-link fence and speak with Bantuii, who's standing on the other side. Bantuii is happy to see you but hopes you weren't spotted on the way in. Before attacking the TX-5000 you must first disable the facility's two main reactors. The first reactor is nearby, but the other one is on the opposite side of the base, making it a bit more difficult to reach. Once the reactors are both disabled, Bantuii instructs you to return to this holding cell for the next phase of the plan.

**NOTE** You can bring up to three crew members with you on this adventure, and they're useful if you're seeking to lay waste to the C'Servoid defenders. However, if you wish to take a stealthier approach, it's best to attempt this adventure on your own. Otherwise, your crew members may give away your position, making it difficult to sneak through the facility unnoticed.



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# Act II: Power Down



**Goal:** Examine the Generator Power Box

From the holding cell, turn around and follow the outer wall toward the first reactor. But watch your step. One C'Servoid Soldier patrols this area, walking toward and away from the reactor. Keep your distance and monitor the soldier carefully. As he turns away from the reactor, race toward the generator box and examine it to shut down the reactor. One down, one to go!

**TIP** If you don't feel like timing patrols, it's entirely possible to kill any C'Servoid units that get in your way. However, they are quite durable and very capable of defending themselves, so keep your distance and attack with ranged weapons. When taking such hostile actions, it's important you're not spotted by any other C'Servoid units; otherwise you could have a deadly brawl on your hands.

# Act III: Power Down (Continued)



**Goal:** Examine the Generator Power Box

Now it's time to shut down the reactor on the other side of the facility. From the first reactor, turn right and climb to the top of the large platform, racing up the nearby ramp. A C'Servoid Soldier patrols near the base of this ramp, so wait until he moves away before approaching—or shoot him to clear a path. Either way, make a move quickly before the soldier guarding the first reactor returns. There are a couple of Oppraas't prisoners busy welding on the tall platform, but they won't bother you or alert the guards. After all, they're on your side.



Follow the platform's ramps and walkways toward the second reactor, but don't descend just yet. Hold at the top of the ramp leading back down to the ground and monitor the patrol patterns of the soldiers below. There are two soldiers near the second reactor, performing a horseshoe-shaped patrol pattern around the low wall and crates nearby. Getting past this guy can be tough, so consider shooting him. If you want to avoid violence, wait until he turns away from the ramp and begins walking toward the reactor. Take this as your cue to descend the ramp, but keep your distance. Although the soldier's back is turned, if you step into his Awareness radius, he will turn and attack. At the reactor, he turns right, giving you the chance to rush in and examine the generator box. That's all it takes to shut down the second reactor.

# Act IV: The Favor



**Goal:** Talk to Bantuii

Now that the second reactor is disabled, it's time to get back to Bantuii. From the reactor, move right, ducking between the perimeter wall and the back of a workers' quarters building. Creep along the backside of this structure and look for a C'Servoid Trooper standing guard in front of the adjacent building. You can't get past this guy, so just wait a couple of seconds. The trooper suddenly leaves his post and walks over to the second reactor to investigate. All of the troopers surrounding the TX-5000 do the same, opening a path to the holding cell on the other side of the facility. However, the C'Servoid Soldiers continue their patrols, so keep your distance to avoid being detected.



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Instead of moving to the chain-link fence, enter the holding cell through the now open gate—deactivating the reactors has shut down the green force field. Bantuii congratulates you on a job well done, but the mission isn't over yet. Now that the base's power is shut down, the armory's force field is deactivated too. Bantuii needs you to escort his men to the armory. Once there, they can take up arms and attack the TX-5000.



## Act V: The Armory



**Goal:** Bring the Oppraas't to the Weapon Crate

**Goal:** Move to the Weapon Crate

Immediately after you talk to Bantuii, his resistance fighters bolt through the holding cell's gate and rush toward the armory. The Oppraas't resistance fighters are certainly brave, but they're also unarmed, making them easy prey for patrolling C'Servoid Soldiers. So run along with them and attack any soldiers you encounter in an effort to protect the resistance fighters. If all of the resistance fighters are killed, the *Bring to* goal cannot be completed and the adventure ends in failure. On the path between the holding cell and the armory there is only one patrolling soldier. Quickly target and eliminate him before he can attack any of the resistance fighters. Once your captain and the resistance fighters have reached the weapon crate in the armory, the *Bring to* goal is complete and the next act begins.

## Act VI: Destruction!



**Goal:** Destroy the Giant Robot

Now that the Oppraas't resistance fighters are armed, they rush out of the armory and begin attacking the massive TX-5000. As it turns out, the TX-5000 is the giant robot under construction in the center of the facility. Considering its menacing size, it's no wonder the Oppraas't want to destroy it. As the resistance fighters open fire on the superweapon, keep your eyes peeled for more C'Servoid Soldiers and engage them before they can attack your Oppraas't allies. When the area is clear, take aim at the giant robot and open fire. The giant robot has 550 health, so it takes a concerted effort to take it down quickly. The Oppraas't fighters are armed only with level 1 Plasma Pulsers. With enough time, they'll eventually destroy the TX-5000 on their own, but you can expedite the process by attacking with your own ranged weapon(s). Keep up the attack until the TX-5000 erupts into a giant mushroom cloud explosion.

## Act VII: Success!



**Goal:** Talk to Bantuii

As the Oppraas't resistance fighters cheer their success, walk over to Bantuii in the holding cell and talk to him one more time. Remain vigilant, though; there may still be a few enemy soldiers and troopers lurking about—you've come too far to die now. Bantuii is overjoyed by your smashing success. Without their superweapon the C'Servoid are no longer a paralyzing threat. The Oppraas't can now rise up and challenge the tyrannical rule of the C'Servoid Empire. Due to your heroic efforts the entire Oppraas't race is in your debt. Good work, captain!

## Behind the Scenes

If you're wondering why this adventure is categorized in the puzzle genre, think about the gameplay elements at work here. In a way, stealth adventures really are like puzzles, requiring the player to time patrols and discover covert paths in order to avoid detection. Of course, players also have the choice to blast their way through this adventure, assuming they have the firepower and defensive fortitude. Allowing two completely different ways to approach this adventure adds to the depth and replayability, urging players to experiment with new tactics. This is the hallmark of a well-designed adventure. Here's a closer look at some of the elements that make this adventure worthy of multiple plays. Chances are you didn't notice all of them the first time through.



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## C'Servoid Patrols



Observing and timing the various C'Servoid patrols plays a large role in this stealth-based adventure, giving it a puzzle-like feel. Unlike the Shabbols in The Spirits Are Restless, the C'Servoid Soldiers and Troopers have rather large Awareness radius, requiring the player to maintain distance to avoid being detected. Add patrols to the mix, and the difficulty is ramped up significantly. But these patrols are anything but random, providing observant players with a clear path from one goal to the next, assuming they move in the right direction at the proper time. For example, both reactors are guarded by patrolling C'Servoid Soldiers. However, the soldiers are only near the reactors for a few seconds during each patrol routine, giving the player ample time to approach the reactor and complete the *Examine* goal without being detected. The stealth aspect of this adventure is made possible by implementing these little openings for the player. This is accomplished by giving each soldier a specific patrol routine that leaves the reactors vulnerable for a few seconds. Fine-tuning patrols can be tricky, requiring plenty of play-testing. By lengthening or shortening the patrol path, you can alter the difficulty of the task, effectively changing how long the player has to react. The speed of each patrolling soldier can also be adjusted to govern how fast the cast member moves during the patrol. So when creating your own stealth adventures, be prepared to spend some time creating and editing patrol paths until the difficulty is neither easy or impossible.

## The Reactors



Reaching and interacting with the two reactors is a key element of this adventure, and a central plot device in the story. Within the narrative, these reactors supply the entire facility with power. If they're shut down, everything stops working, including the force fields blocking access to the holding cell and the armory. So how does all this work? Simple *Examine* goals are employed to shut down the reactors. To sell the illusion of each reactor powering down, the Static Storm and Celestial Portal visual effects are hidden in the following act, as are the Electric Current and Communication Blips sound effects. Once both reactors are disabled, in Act V the gates to the armory and holding cell are hidden, making it appear that the force fields have been deactivated due to a lack of power. In actuality, the completion of the *Examine* goals does nothing more than propel the adventure from one act to the next. The side effects of the power shutting down are all independent events implemented through deep editing and manipulation of the show/hide properties of certain cast members.

## Distracted Troopers



In stealth-based games, distracting guards is a classic gameplay element useful for gaining access to otherwise inaccessible areas through nonviolent means. In this adventure, the deactivation of the reactors serves as the catalyst, causing the stationary C'Servoid Troopers to vacate their posts and investigate the power outage. So how do the troopers know to do this? In Act III, after the first reactor is disabled, the two troopers closest to the reactor are instructed to move to it and display an angry emotion—all of this is accomplished through deep editing and advanced behaviors. Then in Act IV, after the second reactor is disabled, the rest of the troopers move toward it and act angry. With all the troopers clustered around one of the two reactors on the perimeter, the center of the facility is relatively open, allowing the player to reach the holding cell with minimal difficulty. Not only does this benefit the player, but it also adds a degree of credibility to the adventure. If the power goes out all of a sudden, it makes perfect sense for the troopers to race to the reactors to figure out what's wrong. The act also provides the player with a subtle sense of accomplishment for remaining stealthy.

## Jailbreak!



In Act V, the pacing shifts dramatically as the five Oppraas't resistance fighters bust out of the holding cell and make a break for the armory. During this act, the Oppraas't units are unarmed, capable only of weak melee attacks. But by the time they reach the armory in Act VI, they're all equipped with Plasma Pulser weapons. How does this happen? While it appears the Oppraas't fighters picked up weapons at the armory, the truth is a bit more complex. At the beginning of Act VI, the original Oppraas't cast members become hidden while five new Oppraas't are shown. The new Oppraas't cast members are equipped with Plasma Pulser weapons, giving them the ability to attack the TX-5000. The blasters lying on the crates in the armory are mere props, selling the illusion that the Oppraas't fighters have armed themselves—not a single one of these weapons is ever picked up. The new Oppraas't fighters employ advanced behaviors instructing them to attack any red team members (the C'Servoid) and the giant robot. So if you ever need to equip a cast member with a weapon or accessory during the middle of an adventure, create two different versions of the cast member (one with the weapon/accessory, and one without) and then toggle their hide/show properties to swap them at the appropriate moment and location.



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# adventure creator overview



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Now that you've played and studied the Maxis-created adventures, how about creating an adventure of your own? At first glance, the Adventure Creator may seem a bit intimidating, with all of its palettes, sliders, and buttons. But the Creator is surprisingly easy to use, utilizing the same drag-and-drop interface found in the other *Spore* Creators. This chapter provides an in-depth look at every single element in the Adventure Creator, with comprehensive coverage of both the Terraform and Build Modes. So if you have a question on how something works, this is the chapter to turn to. Instead of reading the chapter clear through, consider using it as a reference guide, referring to it when you need to learn more about a particular behavior or goal. Chances are you'll have no problem creating simple adventures on your own. But when you need further clarification, browse through the headers in this chapter to find the topic that has you perplexed. With a vivid imagination and a pinch of technical know-how, it's possible to create some truly amazing adventures. So get to work and create something that will set the *Spore* community abuzz!

## Adventure Creator Controls

| Action | PC | Mac |
|---|---|---|
| Select | Click | Click |
| Grab/Place | and drag | and drag |
| Move Forward | ↑ | ↑ |
| Move Backward | ↓ | ↓ |
| Strafe Left | ← | ← |
| Strafe Right | → | → |
| Zoom In/Out | +/− or | +/− or |
| Locate Cast Member | in left panel to find the nearest; click again to find the next copy | in left panel to find the nearest; click again to find the next copy |
| Scale Cast Member | Shift and scroll | shift and scroll |
| Locate Captain | in Captain panel | in Captain panel |
| Move Cast Member Vertically | Ctrl + click and drag | control + click and drag |
| Move Cast Member Horizontally | Shift + click and drag | shift + click and drag |
| Open/Close the Active Palette | G | G |
| Toggle FreeCam On/Off | Ctrl + Alt + C | control + option + C |

**NOTE** Before accessing the Adventure Creator, you must first complete Adventure Town in the Quick Play adventures. Once you've met Mr. Mayor, Ms. Spoffit, Captain Amazing, and the other citizens of Adventure Town, return to the *Galactic Adventures* menu—the Adventure Creator is now unlocked!



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# planet selection

Selecting a planet is the very first step when creating an adventure from scratch. During this initial phase the Sporepedia opens, allowing you to select from 53 different planets, each with a unique appearance and individual terrain features. Think of these planets as blank canvases waiting to host your adventure. Although it's possible to scroll through the options and pick a planet within a matter of seconds, it's best to put some thought into what kind of adventure you plan to create and what kind of terrain is necessary to accommodate your story. There are a couple of key considerations when selecting a planet. Aesthetics is the most obvious, ensuring the planet is the right color. Green planets are often lush, filled with various grasses, shrubs, and trees—similar to a planet with a T3 TerraScore in the Space Stage. Brown and red planets are more barren, resembling deserts, resulting in a more hostile appearance and less biodiversity. But don't get too caught up on color, as this can be altered when selecting a theme, changing the color, flora, and climate with a simple click.



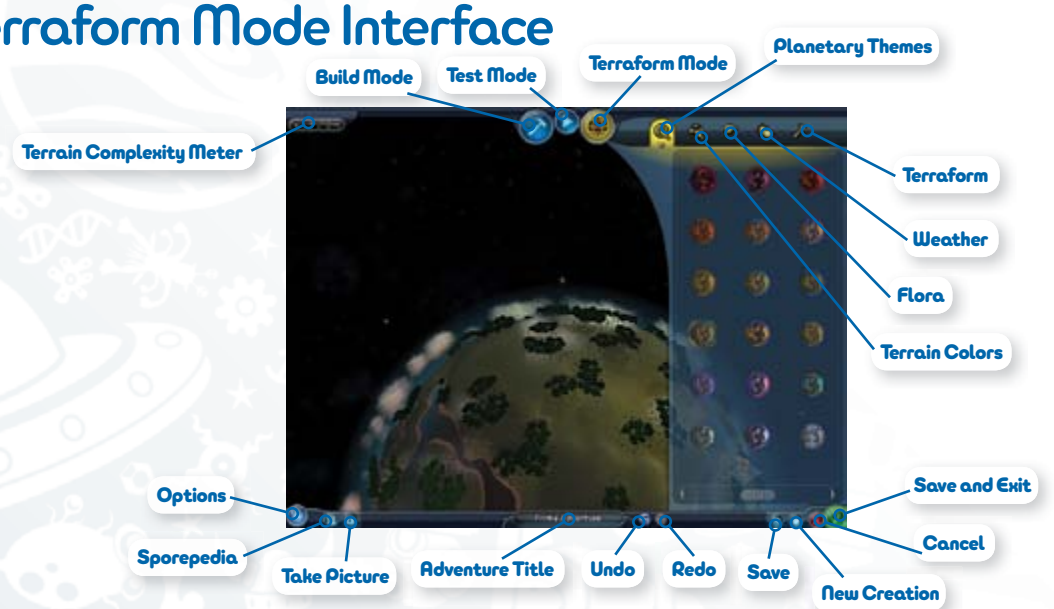
Study the terrain formations of the planets carefully and choose one that best suits your adventure.

Beyond aesthetics, it's most important to pay attention to a planet's default terrain. From a strict gameplay standpoint, terrain serves as an obstacle, almost like a natural maze. While it's entirely possible to create an epic adventure that spans an entire planet, the best adventures are more focused, capable of being played and replayed within a matter of minutes. As the creation process commences it's important to channel the action of your adventure into key areas, using natural barriers such as mountains, lava pits, or oceans to keep players on task and prevent them from wandering all over the planet. Most of the planets already have natural formations ideal for setting entire adventures, requiring you to spend little or no time in the Terraform Mode. For example, Lone Valley features a small valley surrounded by impassable cliffs. On other planets, like Island Chain, the terrain consists of small islands connected by narrow strips of land. From a level design perspective such terrain features invoke a sense of planning, helping contain the gameplay within a confined area. But since the obstacles are natural, they never feel contrived. Picking the planet that best suits the needs of your adventure can save you plenty of time when it comes to customizing terrain and other features in the Terraform Mode. So browse through the planets carefully before making a choice.

# terraform mode

After you pick a planet, the Adventure Creator starts. There are two central modes to the Adventure Creator: the Build Mode and the Terraform Mode. Build Mode is used to place adventure objects onto the planet, such as creatures, buildings, vehicles, the captain's starting position, and even the goals. In Terraform Mode players can further customize the appearance, terrain, and climate of the planet, modifying each to conform to the author's vision. The modes work independently of one another but can be easily accessed from the same screen: Click on the round button with the hammer icon to enter Build Mode or click on the round button with the globe icon to enter Terraform Mode. Within Terraform Mode there are five separate palettes, each selectable by clicking on the associated icon on the top right of the screen.

## Terraform Mode Interface






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# Planetary Themes



Each planetary theme has its own color, flora, and weather settings, making it easy to choose one and move on to the Build Mode.

The Planetary Themes palette is very powerful, allowing you to completely alter the appearance of a planet with a single click. Here there are 54 themes to choose from, showing 18 per page—click the blue *Next Page/Previous Page* arrow buttons at the bottom of the palette to cycle through the different pages. Each theme alters the planet's color presets for living and dead terrain, flora distribution, weather, hazards, water, and atmosphere. In other words, this option is a quick alternative to editing these elements individually in the other palettes. Changes made to a planet's theme do not alter the terrain. So if you've found a planet with favorable terrain, this is a quick and decisive way to edit everything else. For example, if your selected planet is rocky and barren, choose a more lush theme to populate the world with green flora. Or maybe you want to turn a volcanic, lava-filled planet into an icy one. The Planetary Theme palette is a one-stop solution to make such drastic changes, allowing you to dive right into the Build Mode and start creating your adventure. Those requiring more control of the planet's appearance and terrain can visit the other palettes to fine-tune the various elements.

**NOTE** What's the difference between live and dead terrain? Live terrain can support flora, while dead terrain can't. Dead terrain is common on planets with low TerraScores, due mostly to harsh climate and atmospheric conditions. But dead terrain can also be found in low-lying areas of any planet, such as along beaches. Steep cliffs and mountains are also considered dead terrain, incapable of supporting plant life. But some planetary themes and other Adventure Creator settings (manipulated through the Flora and Weather palettes) allow plants to grow on ice or lava planets. So adjust a planet's aesthetics anyway you like, regardless of the planet's conditions.

# Terrain Colors



The appearance of a planet is highly customizable thanks to the versatility of the Terrain Colors palette.

In the Terrain Colors palette, designers can change the colors of a planet's sky, cliffs, beaches, water, and everything in between. Each planet has a default color palette governing the pigment of each detail based on elevation. These different color layers are referred to as strata, indicated by the various elevation markers ascending the vertical line on the left side of the palette. Across the top of the palette are 16 base color swatches. Before applying a new stratum, select its color first. For more colors, click one of the color swatches and hold down the mouse button. This brings up a secondary palette filled with 42 more tones of the base color—in all there are 672 colors to choose from.

Once a color is selected, choose where you want the stratum to appear, moving the pointer over the vertical line on the left side of the palette, in between two of the existing elevation markers—this prompts the appearance of a plus (+) icon. When this icon appears, click the vertical line to add the new layer. Once applied, a strata color can be moved by selecting the elevation marker and dragging it up and down the vertical line, changing the elevation in which the color appears. If the elevation marker is high on the vertical line, the color appears at higher elevations. If it's low, it appears at a lower elevation. Adjust the various strata accordingly until the desired appearance is created. Try making a rainbow-colored hill, with different bands of color appearing at various elevations. Existing strata can be edited simply by selecting the elevation marker and changing the color. To delete strata, simply select one's elevation marker and drag it off the vertical bar. Dozens of strata can be added, but at least one elevation marker must remain on the vertical line to define the predominant color of the planet.

The colors of the sky, cliffs, beaches, and water can also be edited. First select one of the color swatches on the right side of the palette. Once the sky, cliff, beach, or water color swatch is selected, choose a color from the color swatches at the top. These colors override the strata colors on the left side, most noticeable in the cliff color on high mountains. Put these tools to use to create a unique and colorful world—preferably one that matches the theme of your adventure.

**TIP** All of the palettes in the Build and Terraform Modes can be hidden by clicking on the gray arrow beneath each palette's respective icon. This removes the palette from view, providing a wider view of the planet beneath. To show the palette, click on the same arrow beneath the palette icon.

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# Flora



**Large flora can be spotted from great distances, but zoom all the way in to inspect a planet's small flora and ground cover.**

The Flora palette allows designers to customize the world's plant life through the selection of flora and ground cover. In all, nine different plants and trees can be selected. These are broken up into three categories: small flora, medium flora, and large flora. If you spent any time terraforming planets in the Space Stage, this system should be very familiar as it's identical to the plant section of the Food Web. Initially, each planet is void of flora, with the exception of ground cover, consisting of grass, flowers, or rocks—these features are only visible if you zoom all the way in. However, when a planetary theme is chosen, the planet is automatically populated with flora that closely matches the temperature and geography of the theme. If no theme is chosen, the slots for the nine plants remain blank, allowing you to select all nine on your own. The number of plants you choose is entirely up to you. If you want just two small flora, three medium flora, and one large flora, simply leave the other slots blank. If you don't want to manually select a plant, click on the *Randomize* button on the left side of each slot to fill it automatically. Or if you want to swap out an existing plant, click on the *Sporepedia* button and pick out a new plant to replace it. Existing flora can also be removed by clicking the red *Delete* trash can icon.

**TIP** Plants chosen in the Flora palette grow on the planet wildly in natural groupings, giving you no precise control of where they appear. If you want to place a plant or tree in a specific location you must do so in the Build Mode within the Fixed Objects palette. Here you can assign plants, trees, and other objects as cast members and place them individually, ideal for creating organic decor in parks, gardens, or village settings.

## Density

The density and distribution patterns of each plant are determined by the theme. But this can be manipulated by moving the Density slider, located beneath the large flora slots. By default, this slider is pushed all the way to the right, indicating maximum plant density. To reduce the density of plant life, drag the slider to the left—to best view these changes, zoom out so you can see a large portion of the planet. As you move the slider to the left, watch as the groupings of trees thin out. Based on the zoom level it may not be possible to see the small and medium flora, but they undergo the same changes when the density is reduced, appearing farther and farther apart, leaving more bare terrain exposed. So if you want to create a desert-like planet, consider reducing the density. But if you want to create a jungle environment, increase the density.

## Ground Cover




In addition to the nine flora, there are 14 different ground covers to choose from, selectable just beneath the Density slider. But unlike with the flora, only one of these options can be selected, filling all live terrain with the chosen ground cover. These are mostly varying grasses and weed-like plants. But three rock variants are also available on the bottom row, as is a None option on the top row. At the top of the ground cover section is a Flowers check box, allowing you to choose whether flowers are present or not. If you want flowers, check the box. If not, leave it blank. Flowers appear on top of the ground cover, as colorful blooms on the tiny plants. However, if one of the rock variants is chosen as the ground cover, flowers cannot be selected. After all, rocks can't sprout pretty blooms! The color of ground cover is dictated by the color of the surrounding terrain. So if the ground is brown, the grass, weeds, and even rocks take on a similar brownish hue. Overall, the selected ground cover should reflect the ecosystem of the planet, so choose grass if you're creating a lush planet or select rocks if the landscape is more barren.



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# Weather

Looking to change the time of day? How about the weather, atmosphere, or temperature? Initially, these properties are set by the chosen theme. But the Weather palette allows designers to edit all of these planetary features, drastically enhancing the visual ambience of an adventure and, in some cases, implementing environmental gameplay hazards. In most cases, tweaking the settings in this palette is a good final step before locking down an adventure. But because of the ease of switching from Build Mode to Terraform Mode, the Weather palette is easily accessed at any time during the creation process, inviting constant experimentation. So don't worry about getting everything just right the first time. Make frequent visits to the Weather palette and adjust the settings here until your vision is fully realized.

## Time of Day



Although there are various star systems in the galaxy, in adventures there is only one sun per system and the planet maintains a familiar 24-hour day-night cycle.

Exactly when do you want your adventure to take place? How about in the morning, just as the sun crests the horizon? Or maybe at night, with thousands of stars filling the sky. Time is a very important factor in any adventure, directly affecting lighting conditions as well as invoking a mood appropriate to the narrative. Spooky horror- or stealth-themed adventures often benefit from the darkness of night, while cheery social adventures are best set in sunlight. By interacting with the Time of Day dial at the top of the Weather palette you can set the time, down to the minute. But before setting the time, first decide where your adventure will take place. A complete 24-hour day-night cycle is in effect, so while one-half of the planet is experiencing daylight, the other half is bathed in darkness. Determining the location of your adventure is an important first step. Once you have a location mapped out, adjust the time by clicking and dragging within the Time of Day dial. As you drag the dial it rotates, cycling between dawn, day, dusk, and night—the digital clock readout beneath the dial also changes, indicating the exact time. Don't pay much attention to the 24-hour clock readout. Time is relevant to location, so while the clock may read midnight, it may be midday at the part of the planet your adventure is set in. Instead, study the adventure location's lighting conditions as you adjust the time, tweaking it until the lighting is just right. If you're pleased with the time setting, consider locking it by clicking on the padlock icon beneath the dial. This prevents time from advancing during the adventure, essentially locking down the lighting conditions. Otherwise, time advances while the player is in the adventure, causing the sun to rise and set. In most cases it's advisable to lock the time because a change in lighting conditions can also alter mood. For instance, if you intend for the player to fight a creepy epic creature at night, the mood of the event changes drastically if the sun has risen. Locking down the time simply gives you more control over how the adventure looks from start to finish, regardless of how long it takes a player to complete it.

**NOTE** During the day, birds can be heard chirping, and at night, crickets sing. These are simple ambient sound effects associated with the time of day. If you don't like these sounds, they're easily drowned out by other ambient sound effects applied through the Build Mode's Audio palette.

## Atmosphere Density



Dense atmospheres can make for some spectacular sunrises and sunsets.

Do you want your planet to have a sky? Or would you prefer to look up and see the cold expanse of deep space? Initially, the atmosphere density is dictated by the selected theme. But by adjusting the Atmosphere Density slider you can alter the atmospheric conditions of the planet. Simply move the slider to the right for a thicker atmosphere, or slide it to the left to thin out the haze. Planets with intermediate-to-dense atmospheres have more pronounced day-night cycles, with the sky turning to the default color (set in the Terrain Colors palette) during the day and stars appearing at night. If the atmosphere is thin or nonexistent, there is no sky color visible, regardless of what time it is. Instead, the sky is always filled with stars during the night or day. Atmosphere can also affect visibility, with dense atmospheres resulting in hazy horizons while thinner atmospheres allow greater visibility, particularly at long range.



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Beyond aesthetics, atmosphere density also introduces unique gameplay hazards, indicated by the yellow-and-black hazard icons flanking the left and right sides of the slider. Planets with no atmosphere are vulnerable to meteor storms, posing a serious threat to the adventure's captain and crew. Although rare and completely random, an errant meteor crashing into the planet's surface could ruin your day. On the other end of the spectrum, planets with dense atmospheres are susceptible to electrical storms, another potentially lethal hazard. Such hazards certainly make for interesting and visually appealing events, but their random occurrences can drastically affect the difficulty of an adventure. How would you like to be killed by a falling meteor just as you're about to complete an adventure? If you want to maintain the aesthetic of a thin or dense atmosphere without experiencing the dangerous side effects, deactivate hazards by unchecking the Hazard check box at the bottom of the Weather palette—by default, hazards are checked on.

## Global Temperature



On planets with extremely hot climates, all water turns into deadly lava—watch your step around these puddles!

Is your planet an icy rock, covered with frozen lakes and oceans? Or is it a scorching volcanic world, dotted with deadly lava pools? The Global Temperature slider allows designers to specify the planet's temperature, ranging from extreme cold on the left to extreme heat on the right—there are five settings altogether, with the three temperate selections in the center. Like the other settings in the Weather palette, temperature is initially set by the theme. So if you pick a white, snowy theme, the slider is pushed to the far left. Or if you pick a red planet covered in lava, the slider appears on the far right. But it's important to note that adjusting the temperature does not alter the color of the planet. For example, if you pick a cold, snowy theme and boost the temperature to extreme heat, the planet remains white. Any changes to a planet's color must be accomplished through the Planetary Themes or the Terrain Colors palette. Aesthetically, temperature is a rather benign feature, making no significant impact on the appearance of terrain. It doesn't even affect the growth of plants chosen in the Flora palette.

However, in extreme conditions, temperature can alter gameplay. For example, in extremely cold climates, all bodies of water freeze, allowing the player to walk across the ice. At the opposite end of the spectrum, in extreme heat water turns into lava, dealing progressive damage to anything that comes in contact with it. Beyond the states of water, there are also the hazards to take into account, indicated by the yellow-and-black hazard icons on both ends of the slider. Random ice geysers spew gas and chunks of ice in extremely cold climates while volcanic eruptions are common in extremely hot climates. Like meteor showers and lightning storms, these hazards pose a significant threat to the player. But they can also be turned off by unchecking the Hazard check box at the bottom of the Weather palette. But even if hazards are turned off, lava still inflicts damage if the player (or any other creature) walks into it. In this context, turning off hazards only removes the occurrences of ice geysers and volcanic eruptions.

## Global Water Level



The Global Water Level slider is very sensitive, so alter zoom levels to study which parts of the planet are affected by the rising water.

Do oceans dominate the surface of your planet, with only a few small islands poking above the water? Or is it a more arid world, with only a handful of small lakes and ponds? You can make these decisions by adjusting the Global Water Level slider, moving it to the right to increase the water level or to the left to lower the water level. The default water level of a planet is based on the planet you chose at the start of the creation process. The theme does not alter the water level, though it may affect the water state (frozen or lava) based on the theme's default temperature. If you're not satisfied with the planet's water level, move the slider. When you make these adjustments, water seeps through the surface of the planet, filling the low-lying areas first. As you keep moving the slider to the right, the water gets deeper, overwhelming hills and even mountains. If you move the slider all the way to the right, the entire planet is flooded, with no land on which to set your adventure. So take it easy with the slider, as it's a very sensitive and powerful tool. It's most useful for creating islands, helping define a natural yet confined gameplay area for an adventure. Simply use the Terraform palette tools to raise a piece of terrain, then fill the planet with water until only your island is visible on the surface. As water encroaches on land, it affects the growth of plants chosen in the Flora palette. Plants can't grow when submerged or directly next to water. So as the water level increases, nearby flora recedes. However, if you wish to place partially (or fully) submerged plants in the water, access the Fixed Objects palette in Build Mode and place them individually.



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# Terraform

Not satisfied with the terrain on your planet? No problem. The terrain sculpting tools in the Terraform palette allow you to drastically alter the surface of a planet, whether you need to raise a piece of land a couple of meters or install an entirely new continent. In all there are nine categories of tools to choose from, each containing several terrain features, referred to as terrain stamps. Each terrain stamp is represented by a white three-dimensional icon in the palette, offering a basic preview of the feature—mouse over each stamp for a more detailed explanation in the tool tip. Here's a quick rundown of the different categories and the types of stamps found in each:



Drag and drop a terrain stamp onto the planet and then use its handles to manipulate it.

**Basic Tools:** This set includes several leveling tools for making slight adjustments to the terrain, useful when placing buildings or other objects that require a flat surface.

**Hills:** Choose from individual hills and plateaus, or create larger areas covered with small mounds, craters, and rolling dunes.

**Mountains:** Create individual mountains or plop down entire mountain ranges. Mountains and other impassable terrain are ideal for containing the action within a specific area.

**Continents & Islands:** Drop these formations into bodies of water to create small or large islands. When these stamps are placed over land, they create pits.

**Oceans & Lakes:** Place these concave features over land to create low-lying areas. Increase the Global Water Level to fill them with water.

**Rivers:** Select these features to carve out narrow river beds and deep ravines, then fill them by increasing the water level.

**Valleys:** These are little more than huge craters or pits, ideal for setting entire adventures within. However, reduce the water level to prevent them from being flooded.

**Special:** Choose from a variety of unique stamps in this section, including a volcano, a lava pit, and several craters. This category also contains powerful tools allowing you to convert and level terrain on a global scale. The Remove Flora tool is also located in this section, useful for removing all plant life from a defined swath of land.

**Roads:** These are simple two-dimensional textures placed directly over the terrain. Choose from dirt, stone, paved, and futuristic-looking tech-themed roads and plazas. Consider leveling the terrain before placing roads and plazas to prevent unnatural-looking bumps and curves in the surface. Tile these pieces together to create elaborate road networks in villages, towns, and cities.

To apply a new terrain feature, simply drag the terrain stamp from the palette and drop it at the desired location on the planet. At the middle of each terrain stamp is its central yellow handle, resembling a thumbtack. Click on this handle to select the desired terrain stamp on the planet. You can also click and drag this handle to move the terrain stamp to a new location. Once it's selected and in the desired location, use the three blue handles to adjust the facing, size, and height. The blue ring around the base of the terrain stamp is used to rotate it. Grab this ring and move the mouse to adjust the facing of the stamp, orienting it in the desired direction. The horizontal handle next to the ring is used to alter the terrain stamp's size. Pull the handle away from the stamp to make it larger, or push it toward the stamp to make it smaller. This scales the terrain while maintaining the same proportions, allowing it to keep its original shape. Most terrain stamps have a vertical handle too, positioned directly above—these resemble the beehive-shaped intensity handles found in the Captain Outfitter. Adjust these handles to scale the terrain along its Z-axis, making it either taller or shorter. In this instance, the terrain is distorted from its original shape, sort of like stretching clay or putty. When adjusting the height of hills and mountains, they become taller or shorter. But when adjusting the height of oceans, lakes, valleys, or rivers, they become deeper or shallower. Experiment with these handles and other terrain stamps until you've created the formation you've envisioned. Multiple terrain stamps can be placed on top of one another, useful for creating more complex terrain. For example, try placing a lava pit on top of a volcano to create a hostile, smoldering volcano.

The placement of terrain stamps may affect the appearance of flora and gameplay accessibility, based on the severity of slopes. Plants can't grow on steep cliffs, but they can grow on gradual hills and other live terrain, so take this into account when setting the height of each stamp. Cliffs also hinder movement, preventing the player from climbing over steep terrain. Sometimes this is useful to focus gameplay, such as when you want to prevent the player from wandering away from an adventure's goals. But avoid placing impassable terrain in an area that may hinder the player from reaching a crucial location—play-test when necessary to ensure the player has a clear path from one goal to the next. The appearance of cliffs is easily identified based on the cliff color set in the Terrain Colors palette. For best results, always set the cliff color so it contrasts with the other colors of the planet, making cliffs easy to identify when creating and playing adventures.



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## Terrain Complexity Meter



Applying more and more terrain stamps increases the complexity of the terrain, reflected in the terrain complexity meter located in the top left corner of the screen during Terraform Mode. This functions identically to the complexity meters found in the Creature, Building, and Vehicle Creators. As you add more terrain features, the meter fills from left to right, first turning green, yellow, then red, indicating you're close to maxing out the meter. If the terrain becomes too complex, no more stamps can be applied. If this occurs, either stop altering the terrain or remove some stamps to reduce the complexity. Each planet can host more terrain stamps than you'll probably ever need, but always keep an eye on the meter to budget terrain usage.

## Maxis Terraform Mode Tips

- To make a good night scene try setting the time of day to high noon and changing the sky to a dark color. Then choose a terrain with a cool tone to make it look moon-lit. The sun will read as a moon.
- Use the True Flat terrain stamp whenever making an indoor adventure, and use road stamps to function as flooring.
- Setting the atmosphere is only one part of creating the mood for the adventure. Take buildings into editors and add snow to them to really give the feeling of the adventurer being in the snow.

# build mode: getting started

Now that you have a handle on Terraform Mode, click on the blue button adorned with a hammer icon to access Build Mode. Build Mode is where your adventure takes shape, allowing you to select your captain's starting position, choose cast members, implement goals, and assign acts. Once in Build Mode, Terraform Mode is still accessible. In fact, it's encouraged to switch between the two modes during the creation process so you can fine-tune various elements of your adventure. Before jumping in and filling your world with random cast members and goals, take a moment to outline your adventure, even if it is in your head. Start by asking yourself some basic questions. What kind of adventure do you want to create? What kind of goals do you want the captain to complete? What challenges will the captain face along the way? How many acts are required? What are the conditions for victory and defeat? Simple preliminary questions such as these are usually enough to kick start the brainstorming process, helping formulate a rough idea of how the adventure will play out. Once you're confident about the direction of your adventure, dig in and start laying out the basic elements.

## Build Mode Interface




**NOTE** The adventure complexity meter works just like the terrain complexity meter in Terraform Mode. This keeps track of how many objects are placed in the adventure, filling from left to right. When the meter is full, no more objects can be placed.



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# Captain Placement



Placing a captain on the planet's surface allows you to access Test Mode, useful for testing out various features in your adventure.

Who is the captain and where should he or she begin the adventure? The captain is the character the player controls throughout an adventure, so it's important to pay close attention to this first detail. A random captain is chosen by default, appearing as a portrait icon in the bottom right corner of the screen, within the Captain panel. If you want to change the captain, mouse over the captain until *Sporepedia* and *Randomize* buttons appear on the right side of the icon. Click on the *Sporepedia* button to manually select a captain or creature from your collection, or click the *Randomize* button to have the game choose one for you. The captain's health can also be adjusted by moving the green Health slider above the captain's portrait—energy is also displayed but cannot be adjusted from this interface. At the early stages, captain selection isn't super-critical, but depending on the type of adventure you're creating, you may want the captain to have certain social or combat abilities for play-testing reasons. When you're satisfied with your captain, drag the captain icon onto the planet, preferably where you want the adventure to begin—this is where the captain beams down at the start of the adventure.

## Test Mode

Placing a captain also allows you to enter Test Mode—click the blue arrow button between the Build and Terraform Mode buttons. In Test Mode you enter your created adventure, playing as the selected captain. This allows you to walk around and view the planet's terrain and other features just as they will appear in the completed adventure. Once other cast members are dropped in and goals have been assigned, you can also enter Test Mode to test the functionality of your adventure. Make a habit of entering Test Mode on a frequent basis to test out new elements. This allows you to tweak the adventure little by little throughout the creation process. To exit Test Mode, simply click on the Build or Terraform Mode button at the top of the screen.

**TIP** In Test Mode you can advance through an adventure's acts by manually clicking on the arrow buttons in the gold act window located in the top left corner of the screen. This is a quick way to advance through an adventure and test out later acts without having to complete the goals of the previous acts.

## Locked or Unlocked?

You can choose whether you want to lock down the captain slot, casting a specific creature, or allow players to choose a captain of their own. This is accomplished by clicking the *Lock/Unlock Captain* padlock icon next to the captain's portrait. If the padlock is locked, the selected captain can't be changed and appears in the adventure at all times—at least in Quick Play adventures. But if the padlock is left unlocked, players can choose a captain of their own. When creating adventures for the *Spore* community, consider leaving this option unlocked so players can level up their own captains when playing the adventure in Quick Play—your adventures are more likely to get more plays if the community can earn Spore Points for their captains. During Space Stage games, locked captains are overridden, forcing players to play the adventure with the captain (and crew) from their fleet. So locked/unlocked captains only apply to Quick Play.

When leaving the captain slot unlocked, take the difficulty of the adventure into consideration. After all, it's difficult to predict the skill level of the players and ranks of captains attempting your adventure. For example, in an epic combat-oriented adventure, low-ranking novice captains will have a harder time completing it since they have limited access to the new captain parts. But maybe that's your intent—to create a difficult adventure geared toward more experienced captains. A more balanced approach is to make adventures that appeal to captains of all ranks and abilities, while maintaining a slight degree of difficulty. Before finalizing your adventure, play-test it with multiple captains of varying ranks and abilities. This allows you to see the adventure from a different perspective, offering invaluable feedback for fine-tuning the difficulty.



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# Crew



When *Ally with* goals are completed, creatures on a planet can become part of the captain's crew—assuming a vacant crew slot is available.

Do you want the captain to perform the mission solo, or can crew members be brought along? Crew members function similar to pack members in the Creature Stage, following the captain throughout the adventure and assisting in both social and combat actions. Just above the Captain interface is the Add Crew option. Click the plus (+) icon to add up to three crew slots. The crew slots work similar to captain selection, allowing you to define and lock certain crew members or allow the player to choose crew members. In Quick Play, crew members are only available if assigned by the designer in the Adventure Creator. During Space Stage games, players can select crew members from their own ship and from the ships of the allies in their fleet, assuming open crew slots are available. In some adventures it may be necessary to reserve an empty crew slot when completing an *Ally with* goal. This goal allows creature cast members to become part of the captain's crew. If an open crew slot is unavailable, the goal will not function properly, preventing it (and the entire adventure) from being completed. Allowing crew in an adventure can greatly reduce the difficulty, since the captain has friends to watch his or her back. In combat adventures, crew will attack any threats to the captain. During socialize actions, crew also sing, dance, charm, and pose alongside the captain, greatly enhancing the chance of success. So if you allow crew slots in your adventure, consider ramping up the difficulty significantly to compensate. If you don't want to spend lots of time play-testing, make your adventure a solo affair for the captain.

# Adventure Title Interface



Open the Adventure Title interface to enter the adventure's name, description, tags, and genre. Don't forget to assign detailed view pictures, too.

What's the name of your adventure? At the bottom of the Adventure Creator's interface is a text field reading Name Your Adventure. Click on this field to open the Adventure Title interface—this option is also available in Terraform Mode. Here you can name your adventure, write a description, create search tags, define the genre, and select snapshots. While these elements have nothing to do with the way an adventure plays, each field and selection makes a huge impact on the marketability of your adventure within the Sporepedia and on the *Spore* website. In other words, how will your adventure stand out from the millions of other adventures created by the *Spore* community? This is your chance to put on your carnival barker hat and draw a crowd! Start by typing the name of the adventure in the blank field at the top of the window. Think of something catchy and imaginative that ties in with the action and story of your adventure. Although there's a *Randomize* option for this, it's best to come up with a title of your own. If you can't think of a good title now, come back to this window a little later—you must create a name for your adventure before saving, so consider using a placeholder name until inspiration strikes.

## Description

The Description field provides an opportunity to summarize the adventure in 256 characters or fewer. In addition to providing a brief synopsis, the real goal here is to sell your adventure to other players, convincing them to play your adventure. The description text written here appears on the adventure's card in the Sporepedia as well as within the Mission Log when the adventure is assigned in Space Stage games. As a result, avoid naming the planet on which the adventure takes place, because in Space Stage games, the adventure's setting is random, chosen from the various predefined planets in the galaxy. But beyond planet names, be as vivid and descriptive as possible. Explain what the situation/conflict is and what the captain must do to succeed. With only 256 characters (including spaces) the space in this field is at a premium, so be descriptive but concise. Since the description text is made public, use your best spelling and grammar. Consider writing the text in a word-processing program first, and then once it's been spell-checked, copy and paste it into the Description field. At the start of the creation process you may not be certain what to write here. So consider coming back later and writing a brief description once all the pieces of the adventure are in place.



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# Tags

Next, enter tags to make your adventure more visible during keyword searches in Sporepedia and on the *Spore* website. Try to get inside the user's head and think of what they might type when searching for new adventures to download. For example, if your adventure is based on a popular novel, movie, play, or game, enter the name of the source material here. Include the types of goals associated with the adventure as well as any other words or phrases you feel reflect the essence of your adventure—separate each word or phrase with a comma. Genre tags are also good, especially for genres that aren't choices in the game, like action, sci-fi, horror, and romance. Like the Description field, the Tags field can only contain 256 characters (including spaces), so use this space wisely. But be truthful, too. If you simply spam erroneous tags to draw attention, chances are the *Spore* community will retaliate by voting down your adventure, resulting in fewer downloads and plays. Such actions may harm your reputation as well, preventing some from checking out your future adventures and other creations. So be careful not to oversell your adventure.

# Genre

Below the Tags field is a drop-down menu allowing you to select a genre that best defines your adventure. When players in the Spore community search for adventures, genre is one of the filters they can select to reduce the clutter. So it's important you define a genre to ensure your adventure appears during filtered searches. There are nine genres to choose from: template, attack, defend, socialize, explore, quest, story, collect, and puzzle. It's entirely up to you to categorize your adventure appropriately. Even if your adventure doesn't match one of these genres, pick the one it's closest to. Genres like story, explore, and quest are very broad and can encompass a wide variety of adventures. As with tags, be as truthful as possible. If people in the *Spore* community feel you've been dishonest, they may vote down your adventure for being miscategorized.

## Defining Genres

**So exactly how are genres defined? Ultimately, it's up to the author to decide, but here are some guidelines to help you properly categorize your adventure. Included are the icons associated with each genre, visible in the Sporepedia. Once a genre is selected, the genre icon appears on the adventure's card. Searches can also be filtered by clicking on these genre icons in the Sporepedia interface.**



**No Genre:** If you fail to define a genre for your adventure, this icon appears on your adventure's card.



**Template:** Some users enjoy creating basic adventures with no story or dialogue, allowing others to fill in the blanks. So if you've created an adventure that works but lacks narrative elements, consider choosing template as the genre.



**Attack:** In combat-oriented adventures where *Destroy* goals are employed, requiring the player to kill or destroy certain characters or objects, consider choosing the attack genre.



**Defend:** Does your adventure require the player to defend something? If so, the defend genre is probably the best choice.



**Socialize:** If the player is required to *Ally with* or *Befriend* various characters through the use of sing, dance, charm, and pose actions, socialize is an appropriate genre choice.



**Explore:** Perhaps the player is required to travel great distances in search of hidden objects. Explore is a good genre choice in these types of adventures.



**Quest:** Quests usually follow a consistent formula, having the player visit a quest giver, perform some sort of task, and return to the quest giver at the end of the adventure to receive a reward or simple praise.



**Story:** Adventures filled predominantly with *Talk to* goals are best categorized within the story genre.



**Collect:** Only select this genre when utilizing *Collect* goals in an adventure, requiring the player to collect a specific number of objects.



**Puzzle:** Adventures containing mazes or stealth-based gameplay could be defined as puzzles. Mr. Puzzle's Magical Gates and TX-5000 Super Weapon are good examples of this diverse genre.

# Detailed View Pictures

At the bottom of the Adventure Title interface are four square frames—the one in the top left contains a zoomed-out thumbnail of the planet, but the others are blank. This is where you can assign four pictures associated with your adventure. These four images appear in the adventure's card in the Sporepedia, giving the community a glimpse of your adventure. Before you can select these images, you must first take a few. This is best accomplished once the adventure is complete. At that point, position the camera with the mouse and press C or click on the *Take Picture* camera button in the lower left



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corner of the screen. This takes a picture of the selected view. Repeat the process at least four times until you have several images to choose from—pictures can be taken in the Adventure Creator or while playing an adventure. Next, open the Adventure Title interface and cycle through the various shots by clicking on the arrow icons appearing on the side of each thumbnail's frame. The frame in the top left corner is the most important because the image within appears on the front of the adventure's card, visible alongside all the other adventures in the Sporepedia. So choose the best picture for this frame—by default, this frame shows a zoomed-out view of the planet. But don't forget to assign pictures to the other three frames. These images are visible when a user clicks on the adventure card's information bar—the slender blue button at the bottom of each card. Providing a mix of action and ambient images gives the *Spore* community members a quick glimpse at what your adventure looks like, helping them decide whether they want to play it or not. So pull out all the stops and take the best pictures possible to sell your adventure.



**The detailed pictures appear on the adventure's card in the Sporepedia, along with the description, tags, and the adventure's Spore Point value.**

# Introduction Text



**Use introduction text to update the players on the current situation as they beam down to the planet's surface.**

At the start of every adventure, a line of introduction text appears at the bottom of the screen as the captain beams down to the planet's surface. This text helps establish the premise of adventure and can sometimes provide useful clues hinting at what the player should do next. As with every piece of text in the adventure, it's up to the author to figure out what to say here. To insert introduction text into an adventure, click on the blue *Introduction Text* button in the bottom left quadrant of the Build Mode screen—just to the left of the green act bar. This brings up a simple text field. Since there is such limited space at the bottom of the screen at the start of the adventure, you're limited to 196 characters, including spaces. This is usually enough for a couple of sentences, but keep the text direct and concise. Explain why the captain is here and what must be accomplished during the course of the adventure. If space allows, offer subtle hints on completing the first goal. Once you're finished writing the text, click on the green *Accept* check mark button in the bottom right corner of the window. If you want to edit the text at any point during the creation process, simply open the window again to make your changes. Introduction text does not show up when playing in Test Mode, but does appear when the complete adventure is played in Quick Play or the Space Stage, so don't worry if it's not showing up during play-testing sessions. If you fail to enter intro text, the opening shot of the captain beaming down to the surface of the planet is void of text.

# Winning/Losing Text



**Write both winning and losing text to give the player some feedback, whether successful or not.**

When the player completes or fails an adventure, the game's final freeze-frame shot is accompanied by a brief line of text, usually congratulating the captain on a job well done or urging him or her to try again. To apply win/lose text to an adventure, click on the blue *Winning/Losing Text* button in the bottom right corner of the Build Mode interface. This opens the Exit Adventure window, featuring two text fields: one for winning text and one for losing text. In the winning text field write a congratulatory statement—or whatever else you feel is appropriate. When writing the losing text, avoid being too harsh and encourage the player to replay the adventure. As with the introduction text, you're limited to 196 characters, so keep it brief. Ultimately, you can write anything you want in these fields, but try to avoid taunting or antagonizing players directly. After all, if they don't like your tone or sense of humor, they may vote down your adventure. Instead, keep the text relative to the adventure's narrative and provide positive reinforcement. When you've written both winning and losing text, click on the green *Accept* check mark button to close the window. Next, enter Test Mode and try out both outcomes. First, complete the adventure successfully to preview the winning text. Then intentionally fail the adventure to view the losing text.



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# Acts

All adventures are broken up into different acts, similar to a play. Each adventure can consist of up to eight acts. But for some adventures, one act is more than sufficient. It all depends on the complexity of the adventure and number of goals implemented. There can be up to three goals assigned per act, for a grand total of 24 possible goals. But most adventures employ far fewer. Ultimately, the length and complexity of an adventure are completely in the author's hands, requiring some basic preproduction work to determine exactly how many acts and goals are necessary to tell your story. By default, every adventure begins with one act, indicated by the green bar running along the bottom of the Build Mode interface. On the left side of this green bar is a Roman numeral I, showing that Act I is currently selected. If you want to add more acts to your adventure, click on the *Add Act* plus (+) icon on the right side of the green act bar—each time you click the button, one act is added to the adventure. As you add more acts, more Roman numerals appear on the left side of the bar. Click on these Roman numerals to select the various acts. As the creation process continues, get used to switching between acts when assigning goals and performing deep editing. But we'll take a look at these more advanced features a little later.

## Act Name, Description & Music



Click on the green act bar to write a description and assign a musical score.

In addition to the automatic numbering system, it's a good idea to name each of your acts. To do this, select an act by clicking on the appropriate Roman numeral, then click in the center of the green act bar to access the act's Description & Music window. For starters, write out the name of the act in the green bar. Act names are limited to 32 characters, so keep it brief while conveying a sense of what is happening in the act. If it's the first act, where you must talk to a character to get a quest, call it "Briefing" or something a little less generic. For a more detailed explanation of what's going on in the act, click on the Description field, now open above the green bar. Here you can explain the narrative situation a bit more (in 196 characters or fewer), offering details on what goals must be completed and why. Act descriptions appear in the mission card during the adventure, offering the player a bit more information on the act's goals. Description text isn't necessary, but it's a good way to keep the player informed of what's happening and what must be accomplished in the act.

To the right of the description field is a square button adorned with a musical note icon. Click on this button (or the Sporepedia button beneath it) to select a musical score for the selected act. This opens the Sporepedia, filled with multiple musical scores—mouse over each musical score to hear a preview. When you find one you like, select it and click the green *Accept* button at the bottom of the screen. Assigning a musical score to an act is not required, but it's a good way to fill the game with music, ideal for setting a particular mood. By default, musical scores do not carry over from one act to the next, so you'll need to assign scores to each act individually. If you want the same score to play throughout the entire adventure, simply choose the same score for every act and the music will play continuously. But it's a good idea to change musical scores based on what's happening within the narrative. For instance, if the player is simply talking to characters in a peaceful village during Act I, the Bard's Song track is a good mellow choice. But if enemies attack the village in Act II, the musical score should change to something more up-tempo (like Epic Adventure) to complement the frantic action. Experiment with different musical scores throughout your adventure until you find the right mix.

**NOTE** Musical scores function differently from audio cast members assigned through the Audio palette. Audio cast members are location- and proximity-based—think of them as loudspeakers. As players walk closer to an audio cast member, the sound emitted becomes louder—as they walk away, the sound fades. Musical scores, on the other hand, maintain the same volume throughout, serving like the captain's own personal theme music.

## Time Limits

By default, acts do not end on their own. They must be terminated by the completion of a goal or by a time limit. Time limits are necessary to end acts without goals; otherwise an act continues forever (or until the player dies), preventing the completion of an adventure. But time limits can also be employed to force the player to complete an act's goal(s) within a specified amount of time. So when would you want to add a time limit? Perhaps you want to have an entire act dedicated to a fireworks show, requiring the player to do nothing but watch the display for a few seconds, after which the



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act ends. Or maybe you want the time limit to serve as a dramatic countdown timer, requiring the player to complete a certain task before time runs out—if the player fails to complete the tasks in the allotted time, the adventure ends in failure. To implement a time limit, click on the *Toggle Act Time Limit* button on the right side of the green act bar. This causes a digital timer to appear within the act bar indicating how long an act lasts—by default the time limit is set to one minute. Click on the numbers within the timer to change the time limit. Timed acts can be as short as one second or last up to 59 minutes and 59 seconds.



In Mothership Down, a time limit is used to show how much time remains until the enemy mothership explodes.

To the right of the *Toggle Act Time Limit* button is an eye icon used to toggle the show/hide properties of the timer. When a timer is shown (the default setting), big yellow numbers appear at the top of the screen, counting down until the end of the act. But when the time limit is hidden, the numbers do not appear, giving the player no clue of how much time is remaining. In the examples above, it's probably best for a benign event such as a fireworks show to have a hidden time limit, since there's nothing for the player to accomplish. But if the captain is required to complete a goal within the allotted time, it's a good idea to show the time remaining so the player has an indication of how much time is left.

# cast placement

Think of your adventure as a play or movie. Even if you have a good script, the creation process can't continue without a cast. Every creature, vehicle, building, and object placed in the adventure is referred to as a cast member. These include your central characters and props as well as visual and sound effects. Basically, anything dragged from the Build Mode palettes and placed on the planet is a cast member. The simple drag-and-drop interface allows you to easily populate the planet with a variety of cast members.

## Creatures



Simply drag creatures from the palette to the planet to add them to your adventure.

Creatures are essential to any adventure, as these are the cast members the captain interacts with the most. Creatures can also interact with each other, all dictated by their default personality and behavior settings. When you enter Build Mode, the Creature palette is opened by default. But the palette is completely empty, requiring you to select what creatures you wish to place in your adventure. Within the palette are two columns of blue rectangles—these are cast slots. Simply click on an empty slot to open the Sporepedia. Or if you want the game to choose a cast member for you, click on the *Randomize* button on the left side of the cast slot. Randomizing the cast is quick way to fill out the palette, but it gives you no control over what types of creatures are chosen. So consider entering the Sporepedia and selecting creatures that best fit your adventure, using the Animals, Tribes, Nations, Empires, and Captain filters to narrow down the options.

While browsing through the Sporepedia, take into account a creature's appearance and abilities—a creature's abilities can be seen by mousing over its card or by clicking on the information bar at the bottom of the card. By now you should have a good idea of what kind of characters are needed for your adventure, so pick out creatures that fit the various roles. Abilities are only important during certain interactions. For example, if you plan to implement an *Ally with* or *Befriend* goal, pay attention to the creature's social skills. If it has high-level sing, dance, charm, and pose skills, it will be harder for the captain to complete the goal. Or if you want the player to attack the creature, study the creature's attack abilities to ensure the goal will be neither too difficult nor too easy. Some of the new Maxis-created creatures are equipped with powerful captain parts, giving them more attack options than the standard creature, so pay close attention. Of course, you can always edit creatures, adding or removing abilities as needed. Once you've found a well-suited creature, click on the green *Accept* check mark button in the bottom corner of the screen. This fills one cast slot. Repeat the same process until you have a palette filled with all the characters you need to tell your story. But this doesn't have to be done at once. Return to the Creatures palette whenever necessary to add new creatures or swap out old ones.



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Consider checking over a creature's abilities in the Sporepedia before adding it to your adventure. You probably don't want to pick a fight with this guy.

Once you have a few creatures picked out, mouse over a populated cast slot to reveal the creature's default personality and team. Personalities determine how the creature reacts to the player and other creatures. In all there are five personality settings: Peaceful, Neutral, Mindless, Territorial, and Aggressive. Peaceful, Neutral, And Mindless personalities make the creature rather harmless and approachable. Territorial and Aggressive personalities make a creature hostile, increasing the likelihood of it attacking the captain and other creatures. Take these personalities into account before placing creatures in your adventure. If you place different aggressive creatures next to each other, they'll fight to the death. Personality and team affiliations can be altered in the behavior panel—click on the button with the yin-yang symbol in the top right corner of the cast slot. For more information on behaviors, flip ahead to the *Behaviors* section.

When you're ready to place creatures, simply drag the creature from the Creatures palette over to the desired location on the planet. On the planet, you can alter the creature's position, facing, range, and size. To move a creature to a new location, simply drag it to a different spot on the planet. Grab the blue ring surrounding the creature and drag it to rotate the creature, making it face in any direction. The horizontal handle next to the ring alters the creature's range, determining how far the creature can wander. The range is indicated by a light blue radius—the creature will not move beyond this blue circle. Pull the handle away from the creature to increase the range, or push the handle toward the creature to reduce the range—the range handle is only visible when the creature is set to its default *Wander* movement. If you're not satisfied with the selected creature's size, scale it by holding down Shift and moving the mouse wheel, making it smaller or larger. This is a great way to turn a tiny creature into an epic-sized monster, or vice versa. If you want to place multiple copies of the same creature, continue dragging creatures from the same cast slot. Or, hold down Alt and click on the creature you wish to clone, but don't release the mouse button. Instead, drag the mouse away from the selected creature and release the button to create an exact copy. By using this method you can create an army of identical creatures that occupy only one cast slot in the Creature palette. Cloned creatures all share the same behaviors and team affiliations. If you want to use the same creature but assign different behaviors and teams to each individual, they must occupy different cast slots.

**TIP** In Build Mode, rotate a creature really fast—it'll become dizzy and fall over. But it'll eventually get up and face in the proper direction.

## Vehicles



When air vehicles and spaceships are dropped into an adventure, they assume a default altitude above the planet's surface—this cannot be adjusted.

Next to the Creatures palette is the Vehicles palette. For the most part, vehicles function just like creatures, complete with similar personalities, behaviors, and team affiliations. Adding vehicles to an adventure is as simple as adding a creature: Click on an empty cast slot, choose a vehicle from the Sporepedia, then drag the vehicle cast member onto the planet. During the Sporepedia search, use the Land, Sea, Air, and Spaceships filters to sort out the various options, making selection a bit easier. Like creatures, placed vehicles can be rotated and scaled, but there is no range handle. By default, vehicles remain stationary, but movement options are available in the behavior panel, allowing them to drive, cruise, or fly wherever you want them to go. But be aware that moving vehicles (especially land vehicles) can pose a threat to the player's captain and other creatures—direct contact with a moving vehicle can prove fatal. So be careful when assigning *Patrol*, *Wander*, *Move to*, or *Follow* movement commands to a vehicle through the behavior panel. Vehicles can also possess any of the five personalities associated with creatures, but are set to Mindless by default. Aggressive or Territorial vehicles are hostile and will attack unaffiliated creatures, including the captain, assuming the vehicle is equipped with a weapon. All weapon-equipped land, sea, and air vehicles are capable of firing missiles, while all spaceships fire an energy beam.

**NOTE** All vehicles are manned by default, so captains can't drive or fly vehicles found in adventures.



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# Buildings



When placing buildings on uneven terrain, use the leveling tools in Terraform Mode to ensure all corners are in contact with the surface.

Next up is the Buildings palette, allowing you to add any building found in the Sporepedia. Compared to creatures and vehicles, buildings are very basic objects, used primarily as scenery. As expected, buildings can't exhibit personalities or behaviors, nor can they move. So once you place a building on the planet, it's there for good—or until it's destroyed. When dragging and dropping a building from the palette to the planet, the building automatically snaps to the planet's surface. However, due to uneven terrain, some of the building's corners may not be in direct contact with the earth. So rotate around the building and make sure it's firmly planted. Otherwise it may look strange during the adventure. If a few of the corners aren't making contact with the planet, consider sinking the structure into the soil by holding down Ctrl and dragging the building up or down. This locks the movement to the building's Z-axis, allowing you to move the structure up or down. But this is an easy fix, and may not look all that convincing. To do the job right, access Terraform Mode and use the leveling tools found in the Terraform palette. These tools are great for making minor adjustments to the planet's surface. If placing multiple buildings in an area, such as when building a village or city, consider completely leveling the terrain first to ensure all buildings lie flat on the planet's surface.

**TIP** Want to create a building floating on a cloud? Place the building on the planet, then hold down Ctrl and drag the building skyward to adjust its elevation. Next, place some cloud visual effects around the base of the building to hide its underside and foundation. The end result makes it look like the building is floating on clouds.



# Fixed Objects



If you want to plant a neat line of trees or plants, select them from the Fixed Objects palette and place them individually.

In the Fixed Objects palette you can choose from a variety of scenery objects including rocks, static ornaments, and flora. This is where you can cast individual plants and trees, ideal for constructing gardens, parks, and other decorative formations. Scenery and decor are the main functions of the objects in this category, so hold off on filling the adventure with these items until the gameplay is locked down. Then you can go back and beautify the adventure with these items, helping create a more detailed planet. Handheld props can also be cast here, items that can impact gameplay. In the Sporepedia, click on the Handheld Objects filter to show all the these handheld props. These objects include items like swords, spears, scrolls, axes, gems, staffs, and many more. When placed in an adventure, handheld objects can be picked up by the player or other creatures. These items are useful when implementing *Hold* and *Give* goals, requiring the player to pick up or give an item to a specific creature. Handheld objects cannot be placed in a creature's hand in the Build Mode; however, you can place a handheld object on the ground next to its intended owner, then instruct the creature to pick up the object in the behavior panel—when the adventure begins, the creature will reach down and pick up the object. But handheld objects are still little more than props and do not impact the abilities of a creature. For example, a creature that picks up a sword cannot use it in a fight—only the creature's inherent attack abilities still apply. But a captain can pick up handheld objects and throw them when the Combat stance is chosen, or give them when the Social stance is selected. Thrown objects cause minimal damage to a target, and given objects are peacefully handed over to the targeted creature.



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# Gameplay Objects

Gameplay objects are interactive items, each with a unique function. There aren't very many of these objects, but here's a quick rundown of the types of gameplay objects available in this palette:



There aren't a ton of gameplay objects, but they're all fun to play with. Experiment with them in Test Mode before implementing them into your adventure.

**Bombs:** When a bomb is picked up, it becomes armed, giving the creature (or player) holding it a few seconds to throw it before it explodes. There are three different bombs available—long, medium, and short—each with a different fuse length. The damage and damage radius settings of each bomb can be adjusted in its behavior panel.

**Crate Classic:** This is a simple wooden crate that falls to pieces when attacked. These can come in handy as destructible barriers, requiring the player to bust through.

**Explosive Barrel:** These volatile barrels explode when attacked, damaging anything within the blast radius. Place several explosive barrels next to each other to set off a fiery chain reaction.

**Gates & Keys:** Check out the Quick Play adventure Mr. Puzzle's Magical Gates. These gates and keys are the same objects used in that adventure, with the colored keys opening the corresponding gates. In all there are five different gate/key combinations. If using one of these gates in your adventure, remember to provide the correct color of key to open it—assuming you want the gate to be opened at all.

**Grenade:** This object functions similar to a bomb but is not armed until it is thrown at a target. As with the bombs, the damage and damage radius settings of the grenade can be adjusted in its behavior panel.

**Jump Pad:** As the name implies, these disc-shaped objects launch the player into the air when stepped on. Place these in adventures when you want the captain to travel great distances or reach otherwise inaccessible ledges.

**Mine:** Don't get near these nasty booby traps. If stepped on, mines explode, inflicting heavy damage. As with other explosive objects, the damage and damage radius settings of each mine can be adjusted in its behavior panel.

**Power-Ups:** These are pickups designed to boost the captain's health, energy, speed, armor, or damage. Health and energy power-ups completely replenish a captain's health and energy meters. Speed, armor, and damage power-ups all provide a temporary boost of each corresponding attribute. If your adventure is difficult, consider balancing it by placing a few of these objects to give the player a better chance of survival.

**Teleporter:** When stepped on, these objects instantaneously transport the captain from one location to another. Teleporters are placed in sets of two, with the entrance teleporter appearing as blue while the exit teleporter is orange. Simply drag these two objects wherever you want them on the planet. Teleporters are a sly way to transition from outdoor to interior settings, as seen in the Adventure Town and Mothership Down adventures.

# Audio


Audio cast members can overlap one another, making for some unique soundscapes, ideal for establishing a wide range of moods.

A variety of sound effects and musical scores can be placed in any adventure too. Simply select the desired audio type from the Sporepedia, clicking on the Crowd, Environment, Mechanical, Music, Note, and One Shot filters to sort through the 173 audio selections. Once you've found an audio cast member and added it to the Audio palette, drag it onto the planet. Each audio cast member is proximity-based, emanating from a single source, indicated by the thumbtack-like icon at the center of the object. Around the thumbtack icon are three handles. The blue ring adjusts the speed at which the audio piece plays, similar to adjusting the speed on a record player. Drag the ring to distort the sound, making it play faster or slower. The vertical handle adjusts the volume—pull the handle skyward to increase the volume, or push it toward the ground to decrease the volume. The horizontal handle alters the audible range of the sound, determining at what distance it can be heard. As you move this handle, a radius expands and contracts, showing where the audio cast member can be heard. Sound plays a huge part in any adventure, so spend some time picking out music and proper sound effects.

**NOTE** Audio cast members must be selected manually. There are no *Randomize* buttons in the cast slots.



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# Visual Effects



Most visual effects have sounds already associated with them—this Fire Blaze effect makes a crackling sound. Combine multiple visual effects to increase the intensity of a display.

Visual effects are just as important as sound, providing some truly remarkable displays, including fireworks, confetti, rain, and huge explosions. In the Sporepedia, filter through the Light Effects, Nature Effects, Sci Fi Effects, Whimsical Effects, and One Shot Effects to find the right selection for your adventure. Once it's added to the Visual Effects palette, drag the effect cast member to the desired location on the planet. Manipulate the ring handle to rotate the effect and the horizontal handle to adjust the height and scale of the effect—the further an effect is from the ground, the larger it becomes. Visual effects do not have collision, meaning characters can walk right through them. However, collision can be added to effects by hiding other cast members on top of them. Read the *Behind the Scenes* section for *Infestation* in the *Space Stage Adventures* chapter to see how collision is added to the Chain-link Fence effect. Visual effects can't inflict damage either, so no matter how scary that massive Mushroom Cloud effect may appear, it doesn't hurt anything.

# Cast in Use

The Cast in Use palette simply shows all of the cast members placed on the planet, providing a quick way to view all your cast members at once. Press the *Next Page* and *Previous Page* buttons at the bottom of the palette to flip through each cast-filled page. Unassigned cast members (ones that haven't been placed yet) do not appear in this palette. So if you're looking to add a specific cast member that isn't shown here, flip to the appropriate palette to find it.

# behavior

Behavior dictates how cast members interact with each other and the captain. In the case of creatures and vehicles, behaviors also govern what kinds of actions they can perform. Every cast member occupying a cast slot has a behavior panel where these properties can be altered. To open a cast member's behavior panel, click on the yin-yang icon in the top right corner of the cast slot—alternatively, double-click the cast member on the planet. Creatures have the most complex behavior panels, so here's a close look at one, complete with descriptions of each button, toggle, and slider.




**Deep Edit Switch:** This toggle switch appears when there are multiple acts in an adventure. By default, the switch is set to off, indicated by the link icon and orange color of the button. When the switch is off, a cast member exhibits the same behaviors throughout an entire adventure. But when active, the link icon is broken and the button turns blue, allowing you to alter any element of a cast member's behavior from one act to the next. Use the *Previous Act* and *Next Act* buttons to the side of the switch to select different acts, then change the desired behavior. Deep editing is useful for changing a creature's or vehicle's personality from one act to the next. It's also very powerful when used in conjunction with the show/hide toggle, allowing you to hide and show cast members at your discretion.

**Cast Name:** The default name of the cast member appears in this field, but you can change it to anything you want. Perhaps you want to call this creature Bill—or Lucy?



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## adventure creator overview

**Personality:** Initially, there are five personalities to choose from governing how a creature or vehicle interacts with the player and each other. A sixth hidden personality option is also available—hold down Ctrl and click on one of the five personality buttons. This causes the advanced behaviors button to appear on the right, adorned by a yin-yang symbol. For more information, flip ahead to the *Advanced Behaviors* section. Here's a description of the five basic personalities:



**Peaceful:** Peaceful creatures would rather socialize than fight—they flee when attacked.



**Neutral:** Neutral creatures simply want to mind their own business, but they can be socialized—they defend themselves when attacked.



**Mindless:** This default behavior for vehicles leaves them content to go about their business even when attacked or socialized.



**Territorial:** Territorial creatures cannot be socialized and only growl when other characters draw near. If their warnings aren't heeded, they attack.



**Aggressive:** Though they're not necessarily bad guys, aggressive creatures would rather fight than socialize.



**Awareness:** Move this slider to adjust a cast member's awareness. This acts similar to sight, determining at what range the creature or vehicle becomes aware of the player and other cast members. As you drag the slider, watch as the yellow circle around the cast member expands and contracts. This radius is the cast member's awareness zone—the cast member is automatically aware of anything within this circle and reacts accordingly as dictated by its personality.



**Speed:** Every creature and vehicle has a default speed, but this can be adjusted by moving this slider—move it to the right to make the cast member faster, or to the left to make it slower.



**Damage Bonus:** This functions like a damage modifier, altering a cast member's default damage value when performing attacks. At 100 percent, the attack deals the default damage. But the damage dealt can be reduced or increased by moving this slider.



**Health:** Move this slider to adjust the cast member's default health. Moving the slider to the far left reduces the cast member's health to zero, making it dead. Use this option only when you want a creature to appear as an inanimate corpse lying on the ground—vehicles and other objects with zero health simply disappear. Drag the slider to the far right to make the cast member invincible.

**Speech/Captions:** Click on this button to assign a cast member *Chatter* or *Inspect/Talk to* text. This opens a new window prompting you to type in lines of dialogue, specifying emotion for each line and whether the text appears in a speech, caption, thought, or inspection bubble. Adding such text to creatures and other objects is a good way to provide hints or simple banter when the captain interacts socially with a cast member.



**Show/Hide Toggle:** This tiny eye icon in the top left corner of the cast member's portrait is one of the most powerful properties available. This allows you to show or hide a cast member—if the eye icon is open, the cast member is shown; if the eye is closed, the cast member is hidden. By default, all cast members are shown. But you may wish to hide a cast member until a certain act. This can only be accomplished by activating deep editing and choosing which acts you want the cast member to be hidden or shown in. On the planet, hidden cast members are blue, making it easy to differentiate between shown and hidden objects within an act.

**Cast Portrait:** This is a simple portrait showing the selected cast member, making it easy to identify whose behavior panel you're accessing.

**Count:** This number in the bottom right corner of the cast portrait represents how many copies of this particular cast member are on the planet. Remember—altering the behavior of one cast member affects all the others of this type, assuming they all occupy the same cast member slot in the corresponding palette.



**Team:** Click and hold this button in the bottom left corner of the palette to choose a team for the selected cast member. By default, cast members are set to No Team. But you can choose between Allied (yellow) and three Enemy teams indicated by the green, blue, and red flag colors on each button. Cast members on the yellow team are instantly allied with the captain, preventing them from attacking the player and vice versa. Creatures and vehicles on the same team are always friendly to one another, regardless of their personality. But if their personality dictates it, they'll act hostile toward cast members from a different team. Setting teams is useful when creating large battles between one or more factions. Study adventures like City Assault and Mothership Down to see how teams are implemented.

**Pick Up:** This option is only available in the creature behavior panel, determining what (if any) handheld and gameplay objects a creature can pick up. A creature doesn't necessarily need hands to pick up an object. If the creature isn't equipped with hands, it'll pick up the object with its mouth. But creatures with multiple hands can carry one object in each. Click on the hand icon to view the three different options:



**None:** When this option is selected, the creature will ignore all handheld objects.



**Any:** Choose this option if you want the creature to pick up any handheld object it encounters. It'll continue picking up objects until all its hands are full.



**Target:** For more precise control, select this option to specify which handheld object a creature can pick up. This causes a light bulb icon to appear beneath the button, prompting you to select an object. Drag the light bulb icon onto the handheld object to define the target. If you specify a target, the creature can pick up this object only.



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**Give:** Like Pick Up, this option is only available within the creature behavior panel; it determines who a creature gives a gameplay or handheld object to. Click on the button to reveal the three options:

**None:** When this option is selected, the creature holds on to any picked up objects, giving them to nobody.

**Any:** This option makes the creature hand over the object to any non-hostile cast member it comes into contact with. Recipients can include other creatures, vehicles, and even buildings.

**Target:** Use this option to specify who the recipient is. A light bulb icon appears beneath the button, so drag it to a cast member to define the targeted recipient.

**Movement:** This is available in both creature and vehicle behavior panels; click on this button to choose from five movement options:

**Stationary:** When this option is selected, the cast member does not move from its original starting position. This is the default movement setting for vehicles.

**Wander:** Choose this option if you want the cast member to move about the world naturally, within its range radius. This is the default movement setting for creatures.

**Patrol:** Use this setting to specify a path for the cast member to pace. This causes a blue dashed line and a waypoint marker to appear next to the cast member on the planet. Drag the waypoint marker to choose where you want the cast member to move to. The cast member will then move from its starting position to the waypoint, then return to the starting position. For a more elaborate patrol pattern add new waypoint markers by holding down Alt and then clicking and dragging the existing waypoint marker. Use this method to create curved or winding paths for the cast member to patrol.

**Move to:** This option functions similar to patrol, but when the cast member reaches the last waypoint marker, it stops and holds the position indefinitely—or until new movement orders are assigned in a different act through deep editing.

**Follow:** When this option is chosen, a light bulb icon appears beneath the button, prompting you to select a target for the cast member to follow. Any creature, vehicle, building, fixed object, or gameplay object can be followed, even if it's stationary—the creature will simply move to the object and stand next to it. Consider having creatures or vehicles follow the captain around.

**Respawn:** All destructible cast members and handheld gameplay object have a respawn option, allowing them to reappear in the game world after a specified amount of time. Click on this button to turn on respawning. This causes a digital timer interface to appear next to the button. Interact with this timer to specify how long it takes for the selected cast member to respawn. Respawned cast members reappear at their original starting position once the specified time has transpired. By default, the respawn option is turned off. Respawning is useful when you want endless numbers of enemies to fill an adventure during epic battles. Or place respawning health and energy power-ups to reduce the difficulty of tough adventures.

**Special Gameplay Object Behaviors:** There are a couple of other behaviors unique to cast members in the Gameplay Objects palette:

**Invisible:** Any gameplay object can be set to invisible. Physically the object remains in the game world but is not visible to the player. However, the object's functionality and collision remain operational.

**Disguised:** If you're not crazy about the appearance of a gameplay object, you can disguise it as anything found in the Sporepedia. The new disguised object maintains the same gameplay functionality as the original gameplay object. So try disguising an explosive barrel as a building to create a very volatile structure.

**NOTE** Don't confuse the term hidden with invisible. A hidden cast member is completely absent from the planet until it is shown through the show/hide property. On the other hand, an invisible gameplay object is always present in the game world—it just can't be seen. Technically it's possible for a gameplay object to be both hidden and invisible at the same time.

## Advanced Behaviors



Opening the advanced behaviors panel allows you to fine-tune a creature's behavior for specific situations.

Not satisfied with the options available in the creature behavior panel? Try writing your own behavioral routines in the advanced behaviors panel. By default, this option is hidden, but it can be revealed by holding down Ctrl and clicking on any of the five personality buttons found in the creature behavior panel. This reveals a new button on the right, adorned with a yin-yang symbol—click on this button to open the advanced behaviors panel. Unlocking this option removes the *Pick Up*, *Give*, and *Movement* buttons from the behavior panel interface. Such actions must now be specified through advanced behaviors.



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The advanced behaviors panel is filled with various lines used to define a creature's actions. Each line consists of an action and a condition. The action statement determines what the creature does while the condition statement defines the specifics of the action, such as how long the action is carried on. For example, a line that contains an action of *Flee* followed by a condition of *Attack by Any* makes the creature run away when attacked by anything. Some actions and conditions require the definition of a target or emotion. In the previous example, the *Any* following *Attacked by* can be changed to a specific cast member, making the creature flee only when attacked by the specified cast member. Multiple lines can be written and the order changed, with priority behaviors appearing at the top of the list, while secondary behaviors are listed beneath. As you can see, advanced behaviors can become quite complex and are recommended primarily for advanced users. The best way to understand advanced behaviors is to learn from examples and experiment. So study the examples below to get a grasp of what's possible with this advanced feature.

## Idle Creature

Remember the dancing bunnies lining the path in Adventure Town? Although it may seem like a rather simple routine, advanced behaviors are used to control the behavior of these happy little creatures. You can write a similar routine primarily by using the *Idle* action. When given this action, a creature remains standing in one place and displays a specified emotion. But in this case we start out with a *Flee* action, ordering the creature to run away if attacked. In the next line the creature is instructed to remain idle and dance at all times.

**Dancing Behavior**

| Action | Target/Emote | Condition | Target |
|---|---|---|---|
| Flee | N/A | Attacked by | Any |
| Idle | Dance | Always | N/A |

## Friendly Creature

Want to create a faithful companion for your captain? This example shows how a dog-like creature can be created through advanced behaviors. The first line is for defense, ordering the creature to attack anything that attacks it. The second line makes the creature follow the player when it first sees the captain. The third line allows the creature to be socialized at all times. The fourth line allows the creature to receive any handheld object. The creature's movement appears last in the fifth line, making the creature wander until it encounters the captain and begins following.

**Dog-Like Behavior**

| Action | Target/Emote | Condition | Target |
|---|---|---|---|
| Attack | Any | Attacked by | Any |
| Follow | Player | First Sight | Player |
| Socialize | N/A | Always | N/A |
| Receive | Any | Always | N/A |
| Wander | N/A | Always | N/A |

## Hostile Creature

By default, all hostile creatures fight until they either kill their prey or are killed themselves. This routine allows a creature to flee and fight another day. The major element of self preservation is found in the first line, telling the creature to move to a specified location (through a waypoint marker on the planet) once its health drops below 25 percent. The second line instructs the creature to attack the player at first sight. Another *Attack* action is ordered in the third line, instructing the creature to attack anything that attacks it. When not attacking or fleeing, the creature is to remain idle (stationary) and display an angry emotion, as defined by the fourth and final line.

**Self-Preservation Behavior**

| Action | Target/Emote | Condition | Target |
|---|---|---|---|
| Move to | N/A | Health | Below 25% |
| Attack | Player | First Sight | Player |
| Attack | Any | Attacked by | Any |
| Idle | Angry | Always | N/A |

**NOTE** More advanced behavior examples can be found by opening the Maxis-created adventures in the Adventure Creator.



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# goals

Goals are what propel an adventure, providing the captain with a variety of tasks to complete. Implementing goals is easy, utilizing the same drag-and-drop functionality as other cast members. But what goals are available? And of those, which ones are best suited to tell the story in your adventure? In this section we take a detailed look at all 11 goals and provide examples of when to use them.



**Drag the goal marker over a cast member to assign a goal. This brings up the Goals menu, prompting you to select the proper goal for the targeted cast member.**

So how do you assign a goal? First of all, select the proper act you wish the goal to appear in—usually it's best to start with Act I and progress chronologically. Once you've selected the proper act, mouse over the blue goal marker located in the Goal panel and drag it onto a cast member on the planet. When you drag it over a valid cast member, the goal marker turns from blue to green—if the goal marker turns red, it's over an invalid cast member, indicating that a goal can't be assigned. When the goal marker turns green, release the mouse button to drop it onto a cast member. This opens up a flower-like radial menu showing all the goals available for the selected cast member—selectable goals appear in blue. Mouse over the various options to reveal tool tips next to each corresponding icon, revealing the name of each goal. Not all goals are available for each cast member; some appear grayed out in the menu. For instance, you can't *Befriend* or *Hold* a building. Once you've settled on a goal, click on its icon to assign it.

**NOTE** A goal is applied to all instances of the cast member shown in the current act. So if you drag a *Destroy* goal over one of five creatures occupying the same cast slot, the goal requires the captain to kill one of those five creatures. If you want the captain to kill all five of the creatures, edit the number field in the Goal panel, changing it from 1 to 5.

After you assign a goal, the radial menu then disappears and the goal appears in the Goal panel, revealing the type of goal and its associated cast member—mouse over the goal icon for a summary. In this same window are eye and trash can icons, to the right of the goal. The eye icon is a show/hide toggle switch. By default, all goals are set to show, causing the corresponding goal icon to appear on the captain's minimap and the goal summary to appear in the mission card. Hiding a goal makes it completely invisible to the captains, giving them no clue what they're supposed to do. There aren't too many situations when you would want to hide such critical information, so avoid using the hide function unless the goal information is either obvious or hinted at in a different way. Perhaps you want the captain to *Pick Up* a hidden object, but don't want the goal icon to show up on the minimap. In such a scenario, ensure that the captain knows what he or she is looking for, and offer hints through other *Talk to* goals or character chatter. Below the eye icon is the red trash can. Click on this icon to delete a goal.

Each act's Goal panel can contain up to three goals. When multiple goals are assigned to an act they can be completed in any order. If you want to specify a specific order, assign the goals to different acts, forcing the player to complete them chronologically as the adventure progresses. When all goals in an act are completed, the adventure is finished, assuming no other acts remain. Otherwise the completion of the goals launches the next act. Remember—there are eight acts maximum per adventure, so plan carefully to ensure you have enough room for all your goals.

## Goal Variants

In all there are 11 different goals, each requiring the captain to perform a certain task. The wording of some goals changes based on the context in which they're assigned. For instance, assigning a *Talk to* goal to a tree, rock, or vehicle makes it an *Examine* goal. After all, you can't talk to an inanimate object, but you can examine it to reveal certain features, revealed through text written by the author, the same way *Talk to* dialogue is created. Beyond the change in the name, the goal still functions the same way. Here's a quick rundown of all the goals, including examples of how they can be employed to enrich your adventure.



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## Move To

Want the captain to move to a specific location? Then use the *Move to* goal. This is one of the simplest goals to achieve, requiring the captain to simply move to the targeted object. When assigning this goal you must place the goal marker over another cast member. The goal will not work if simply dragged to an empty spot on the planet. So if you don't want the captain to move to an already present cast member, place a rock, tree, or other object that blends in with the surroundings and then use it as the target of the *Move to* goal.

## Destroy

Does your captain seek the glory of victory in combat? If so, assign the *Destroy* goal to require the captain to eliminate a cast member—the same goal is referred to as *Kill* when a creature is targeted. *Destroy* or *Kill* goals can be placed on any cast member with a health bar. These include creatures, vehicles, and buildings. However, if the targeted cast member's Health slider is set to *Dead* or *Invulnerable*, the goal cannot be assigned. Obviously, *Destroy* goals are best employed in combat-based adventures, but they can also prove useful in other scenarios. Adjust the target's Health slider (in its behavior panel) to make the target easier or more difficult to destroy, thus altering the difficulty of the goal.

## Befriend

*Befriend* goals are ideal for social-based adventures requiring the captain to perform a social interaction with the targeted creature. This functions identically to social interactions in the Creature Stage, as the captain mimics the targeted creature's sing, dance, charm, and pose actions in order to fill the social interaction meter. When accompanied by crew members, a captain's social interactions are more powerful, benefitting from the cumulative skills of the crew. But the inverse is true, too, if the captain is forced to perform solo against a group of creatures. So test this goal carefully to ensure that it's possible. If the social interaction meter is filled, the goal is complete.

## Ally With

*Ally with* goals function just like *Befriend* goals. However, at the end of a successful interaction, the targeted creature becomes part of the captain's crew—assuming there's an open crew slot. So when assigning this goal it's crucial that you leave open crew slots. Implement this goal whenever a captain has to form a group to perform an even more important goal. Perhaps the captain has to raise a posse to kill a difficult creature. Or maybe the captain needs to accumulate backup dancers to compete in a dance-off with another group. In any case, use *Ally with* to fill the captain's crew slots.

> **NOTE** *Befriend* and *Ally with* goals cannot be assigned to epic creatures.

## Talk To

The *Talk to* goal is one of the most useful, allowing the captain to interact with virtually any other cast member in order to reveal critical information. Consider using *Talk to* goals for opening briefings, requiring the captain to speak to a central character to learn what must be done to succeed. When a *Talk to* or *Examine* goal is assigned, the Goal Text window appears in the center of the screen, prompting you to type the dialogue or *Inspect/Talk to* text revealed by the targeted cast member. There are five text fields total, each capable of containing 128 characters, usually enough for one lengthy sentence each. During *Talk to* goals, an emotion icon appears next to each text field. Click on the emotion button to access a drop-down menu of various emotions, including neutral, happy, sad, mad, and afraid. The emotions control how the creatures deliver the corresponding line of dialogue. If they're glad to see the captain, choose the happy emotion. Or if they're telling the captain about terrible creatures attacking their colony, choose the mad or afraid emotion. Emotions can not be assigned to *Inspect/Talk to* text since non-creature cast members are incapable of displaying emotion.



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## Hold

If you want the captain to pick up a certain object, use the *Hold* goal. This is a narrowly defined goal since only a few different objects can be picked up. These include only handheld objects found in the Fixed Objects palette. The grenades, bombs, and colored keys found in the Gameplay Objects palette do not apply, even though they can be picked up. The *Hold* goal is useful when you need the captain to retrieve an item that is important to the adventure's narrative. Perhaps the captain must find and pick up a mystical sword or wand necessary to complete a goal in a later act. The goal is considered complete once the captain picks up the targeted object.

## Give

*Give* goals function similar to *Hold* goals, but with the added requirement of giving a picked up object to a creature—vehicles, buildings, and fixed objects can also be recipients. When assigning a *Give* goal drag the goal marker over the cast member you want the captain to give an object to. Next, look at the Goal panel and grab the red goal marker (adorned with a gift icon) next to the blank portrait. Drag this red goal marker over a handheld object to assign what item is to be given. So, essentially this a two-part sequential goal requiring the captain to first pick up the targeted object before delivering it to the recipient—each step is shown in the mission card. This is useful during quest-based adventures when the captain is tasked with retrieving an object and delivering it to a key character. But it can be used more creatively, too. Perhaps the captain must find a part to fix a malfunctioning vehicle?

## Collect

Want to create a scavenger hunt-like adventure requiring the captain to collect a number of objects? Then consider using the *Collect* goal, assigning it to an object (or objects) you want the captain to collect. Technically, any creature, vehicle, building, or fixed object can be assigned a *Collect* goal. But it looks better if the objects are small, like the gem piles in The Ruins of Doom. The captain merely needs to make contact with the item for it to be considered collected—the item then disappears in a puff of white smoke. Enter the number of objects that must be collected in the field within the Goal panel—the number entered here cannot exceed the total number of targeted objects placed on the planet. By default, only one object is required to be collected, so enter a new number to create a set of like objects that must be collected.

## Bring To

The *Bring to* goal is used to unite two different objects, making for a variety of possible scenarios. For example, *Bring to* goals are essential when escorting a character to a particular location, like the priest in The Temple of Spode. But two immobile objects can be joined too, such as when picking up a handheld object and carrying it to another cast member, such as a building. This goal functions similarly to the *Give* goal, requiring you to define two objects that must be brought together. Start by dragging the goal marker to one of the intended cast members. Next, drag the red goal marker in the Goal panel to the second cast member. Always enter Test Mode once the goal is assigned to make sure it functions properly. When escorting a creature or vehicle to another cast member, ensure that proper *Follow* movement is set (in the cast member's behavior panel) so the creature or vehicle follows the captain. Otherwise the *Bring to* goal may be impossible to complete.

## Block

Use the *Block* goal when you want to prevent a creature from reaching a certain cast member. This is most useful when creating races, but it must be used in conjunction with a *Move to* goal. Start by placing a captain, a creature contestant, and a fixed object to serve as the finishing line. Drag the goal marker over the finish line object and select *Move to*—this requires the captain to reach the object to win the race. Next drag another goal marker over the contestant and select *Block*—this requires you to select a second object you wish to block the contestant from reaching, so choose the finish line object. Now enter the contestant's behavior panel and give it a *Move to* movement action, placing the waypoint marker on the finish line. Finally, enter Test Mode and try it out. If you reach the finish line before the contestant, the *Move to* and *Block* goals are a success. But if the contestant beats the captain to the finish line, the *Block* goal is a failure, ending the adventure. Essentially, a *Block* goal serves as a secondary condition and cannot function independently to advance an act—unless an act time limit is employed. Another goal must be completed within the same act to declare the *Block* goal a success.



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## Defend

*Defend* goals perform similarly to *Block* goals, but instead of preventing a cast member from reaching an object, the captain must prevent a cast member from being destroyed. Like *Destroy* goals, *Defend* goals can only be assigned to cast members with health bars, limiting the options to creatures, buildings, and vehicles—an *Invulnerable* cast member can be defended but a *Dead* one can't. But as with *Block*, there must be a second goal (or time limit) to define how long the object must be defended. For instance, assigning a *Move to* goal in the same act as a *Defend* goal requires the captain to reach a location while keeping the targeted object alive. Once the *Move to* goal is completed and the targeted object has survived, the *Defend* goal is declared a success, allowing the act to end. If you place a *Defend* goal in an act on its own, the act will never end unless an act time limit is set, governing how long the targeted object must be defended.

### Maxis Build Mode Tips

- **Take advantage of the show/hide function on cast members and effects between acts; it's the best way to show the before-and-after transitions of characters, buildings, and creatures.**
- **Create "roof," "wall," and "corner" buildings in the editor and piece them all together to make indoor settings.**
- **Gameplay object models that don't match your needs can always disguised as something made in the editor.**
- **Waterfalls: Add the Waterfall and Water Spout effects to make a better-looking waterfall. Turn the spout on its side and move it to the bottom area of the Waterfall effect. Also add the Pond effect at the bottom to add a more natural transition between the waterfall and the real water.**
- **More natural forest: When using the Fixed Object trees, rotate and re-angle the trees to give them a more natural appearance.**
- **You can set music for the whole act in the act's Adventure Title interface.**





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# adventure creation



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Now that you have a firm understanding of the Adventure Creator, how about creating an adventure from scratch? In this chapter we take a look at the critical steps of the development process, starting with some simple exercises for planning out an adventure. Once the adventure's narrative, acts, and goals have been given some thought, production begins. For the purpose of demonstration, we provide a step-by-step tutorial, illustrating how to create an adventure from the ground up. In our adventure, Spice Trouble, the captain must intervene as peaceful colonists are threatened by an unknown alien race intent on dominating the planet for its lucrative spices. Within the tutorial we explain what planet to choose, what cast members to select, and how to implement the various acts and goals to create a fun and compelling adventure. So if you're unsure where or how to begin, give this tutorial a shot. Once you've grasped the basics of making an adventure you'll be making your own in no time.



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# preproduction

As tempting as it may be, refrain from starting the Adventure Creator until you have at least a vague idea of what you wish to accomplish. During the preproduction phase it's important to ask yourself a variety of questions to determine what kind of adventure you wish to create and how you plan to implement each element. Careful planning in this phase makes the entire creation process much easier, providing you with a solid blueprint to work from.

## Brainstorming Session



Playing and studying the Maxis-created adventures is a good way to see what's possible with the Adventure Creator, potentially sparking inspiration.

Before digging into the Adventure Creator and placing cast members and goals at random, take a moment to consider what kind of adventure you want to create. Do you want to tell a simple story, consisting mostly of *Talk to* goals? Or maybe you want to create an action-packed gameplay experience requiring the captain to eliminate waves of ferocious creatures. When dreaming up possible scenarios, take into account the different types of goals available and try to formulate a general structure for your adventure. What are the captain's challenges in the adventure? What goals can be constructed to overcome these challenges? What are the conditions for victory and defeat? Questions like these are essential to kick-starting the creative process, fueling imagination while helping reveal potential limitations or roadblocks.

## Proof of Concept



Once you have an idea, quickly test it out in the Adventure Creator to ensure your vision can be fulfilled.

Once you have a general idea of what kind of adventure you want to create, open the Adventure Creator and construct a rough prototype of your adventure. The purpose here is to ensure everything you envisioned will actually work in the game. Don't worry about planet color, implementing audio, or visual effects—that can come later. Don't even bother picking out cast members appropriate for your adventure or writing descriptions and dialogue. Instead, focus strictly on gameplay, act progression, and goals. In all, a simple prototype of an adventure should only take a few minutes to create. Chances are it won't be pretty, but such experimentation can reveal a wealth of information. Does your adventure function from beginning to end? Is it fun? What changes should be made to make it better? Once you have the answers to these questions you can determine what to do next. Is this adventure worth your time to pursue? Or should you go back to the drawing board? Creating a prototype is an essential preproduction step that can save you a lot of time and prevent you from painting yourself into a corner once production gets underway.



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# Story



Narrative elements are largely disseminated through dialogue, so it's up to the author to decide how and when the adventure's story is told.

Most adventures tell some kind of a story, even if it is short and simple. So what kind of story will your adventure tell? In some instances the story may be the entire focus of the adventure, while in others, the story takes a backseat to gameplay. The Holy Grail of game design is to find a happy medium between the two, creating fun gameplay backed by a compelling story that makes the player care about the characters and goals. Successfully combining both elements makes for a memorable and immersive experience. But where to begin? Start by thinking about what kind of goals you wish to implement and devise a story around the subsequent gameplay, taking a "form follows function" approach. Why was the captain called to the planet? Why must the captain complete the goals? What happens if the captain succeeds or fails? If you wish to take things a step further, write an entire backstory for your adventure, explaining what happened before the captain arrived.

## Spice Trouble: Backstory

Our adventure takes place on a planet that once hosted a lucrative spice mining operation. A few years ago, the spice geysers stopped producing, prompting the mining company in charge of the operation to pull up stakes and seek resources on other planets. However, a few of the mine's workers and their families elected to say behind and eke out a living on this rather barren planet. Life has been hard for these colonists, but they take pride in their small community's self sufficiency. Things were going fine until a couple of weeks ago...

That's when a survey ship from an unknown alien empire entered orbit and dispatched some scientists to the planet's surface. The alien scientists paid no attention to the colonists. Instead, they were busy collecting soil samples around the old spice derricks. After a few hours, the scientists beamed back up to their ship and disappeared. Knowing that the spice geysers were depleted the colonists thought nothing of this abrupt intrusion and continued on with their lives. But a few days later, more alien ships entered orbit. This time they meant business. There were no scientists aboard these ships. Instead, a large group of soldiers and laborers beamed down to the planet's surface and began cordoning off the areas around the old spice derricks, threatening any colonists who tried to approach. The colonists tried to remain calm, reasoning the aliens would leave once they discovered the spice geysers were dry. But a couple of days after their arrival, the aliens began pumping spice from one of the old derricks. Somehow they had rejuvenated the spice geyser. At the sight of this, the colonists began to panic, fearing their hostile new neighbors would never leave.

In an effort to calm the colonists, Darmoc, the community's unofficial leader, ventured to the alien camp at the opposite end of the valley. The aliens had established their base camp at the old spice refinery, a facility that was once again humming with production activity. But Darmoc was unable to get close to the alien camp, stopped by patrolling soldiers. He tried to speak with the aliens, but they merely threatened him, ordering him to leave the planet or die. The commotion outside the refinery caught the attention of the alien expeditionary force's commanding officer, prompting him to approach an exasperated Darmoc. But the alien officer wasn't much more diplomatic, informing Darmoc that the aliens now controlled the planet's resources. He advised that the colonists leave the planet soon. Otherwise they would be evicted by force. When Darmoc explained that they had no means of transportation, the alien officer was unsympathetic and repeated his demands, stating that construction of a new spice derrick would begin at the colony's site soon.

Darmoc reluctantly relayed the information to the other colonists, setting off even more panic. Some of the colonists were prepared to fight and quickly fabricated a makeshift defensive wall. But Darmoc knew they wouldn't stand a chance against the alien soldiers. That's when J'lad came up with a plan. J'lad theorized they could call for help if they could reach the mine's old deep space antenna near the refinery. With no other viable options, the colonists agreed. One night, J'lad sneaked past the alien patrols and sent a general distress signal from the antenna. But the outgoing signal was quickly detected by the aliens, prompting them to chase J'lad away from the antenna and shut down the transmission. Now all the colonists could do was wait, hoping someone had received their desperate call for help.

Writing an elaborate backstory isn't required, but it helps establish the setting, history, and characters of the adventure—it's also a great brainstorming exercise. While the full backstory may never appear in the adventure, it can come in handy later as you write descriptions, dialogue, and goal text, giving you a deep narrative to reference. Ultimately, adventures with well-written stories stand out from the crowd. It also helps if the story fits within the context of the *Spore* universe. For example, the spice geysers here serve as a credible plot device since spice is the major commodity among space-faring empires in the game's Space Stage. So it makes perfect sense that these natural resources are the main source of friction between the colonists and aliens.



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## Adventure Premise

Now that a firm backstory has been established, it's a bit easier to create the adventure's premise. At the start of the adventure, the player's captain has received J'lad's distress signal and arrives at the planet to help the colonists. However, the key to solving this crisis still revolves around the deep space antenna. If the captain can reach the antenna and boost its signal strength, the mining company can be contacted. Once the mining company gets word that the spice geysers are active, it will come to the colonists' rescue, wiping out the alien intruders. But reaching the antenna is the challenge in this adventure, requiring the captain to either sneak past or fight through the various alien patrols. This gives players a choice, allowing them to take a stealthy approach or to simply blast their way through. Providing a noncombat option is a good idea in any adventure with an unlocked captain, allowing a wide variety of captains to complete it, regardless of their rank or selected equipment.

## Act Outline

Once you have a general idea of how the adventure will play out, take the planning a step further by determining how many acts are required and what kind of goals are associated with each—remember, you can only have eight acts with up to three goals per act. For this adventure, five acts are more than sufficient to tell the story and contain the gameplay. Here's a rundown of what happens in each act of our adventure:

**Act I:** This is when the captain arrives, beaming down to the colonists' village. Here the captain speaks with Darmoc, the leader of the colonists. Darmoc instructs the captain to find their scout, J'lad, for more information on the aliens.

**Act II:** The captain exits the village and sneaks past several alien patrols, finding J'lad in the no-man's land between the village and the spice refinery. J'lad tells the captain to activate the deep space antenna and send an SOS to the mining company, requesting reinforcements.

**Act III:** The captain sneaks past more alien soldiers and activates the deep space antenna. The mining company is contacted and agrees to send some of its ships to eliminate the aliens.

**Act IV:** The mining company's ships arrive and attack the alien units at the refinery. Meanwhile, the captain returns to J'lad for further instructions. J'lad congratulates the captain and asks if he can follow along back to the village.

**Act V:** The captain escorts J'lad back to the village and speaks to Darmoc for the debriefing. When these goals are achieved, the adventure is successfully completed.

**NOTE** Adventures don't have to be linear, goal-oriented experiences. Consider making more open-ended adventures that allow players to explore a world at their leisure. When they want it to end, they can simply move to an exit location—one *Move to* goal is all it takes to implement such a feature. This is a good way to create gallery-style adventures, when you simply want to show off your creations.

# production

Our adventure has finally taken shape, with proven gameplay, a solid narrative, and an act outline serving as a blueprint. Now it's time to push ahead and begin building the adventure in the Adventure Creator. This is where all the planning pays off!

## Planet Selection



For this adventure we've chosen the Lone Valley planet. This planet features a curved valley ideal for setting the entire adventure within. But the default green color of the planet doesn't quite match the barren landscape envisioned for the story. So select a more appropriate theme in the Planetary Themes palette in Terraform Mode. The purple motif at the top of the first page is a good choice, but consider accessing the Flora palette to decrease the density, removing any large flora from the valley—or simply delete the large flora from the entire planet. The rest of the theme's settings are adequate for now. You can always return to Terraform Mode and make adjustments throughout the creation process.



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# Adventure Title



Once you've customized the look of the planet, click on the *Name Your Adventure* text field at the bottom of the screen. This brings up the Adventure Title interface. Naming an adventure is required to save it, so now's a good time to give the adventure a name. The name of this adventure is called Spice Trouble, but feel free to name it something else. In the same window you can enter a description, assign tags, define the genre, and pick out the detailed view pictures. All of this can be done now or later. Leave these fields blank for now and we'll revisit this interface later, once the adventure is more complete. After closing the interface, remember to save the adventure by clicking on the blue *Save* button in the bottom right corner of the screen.

# Define Acts



Now enter Build Mode and begin laying out the groundwork for the adventure by adding, naming, and describing the various acts. Thanks to our preliminary work we know we need five acts to tell our story. So press the *Add Act* button four times until there are five acts in the adventure. Next, select each act and write a name and description for it—click on the green act bar to open the description field for each act. During the adventure, the act names and descriptions appear in the mission card and help inform the player of what's happening and what must be accomplished. Musical scores can also be assigned at this time, by clicking on the *Load Music* button next to each act's description field. Here are the names, descriptions, and musical scores for our adventure. Type in the following text and load the indicated musical score for each act.

## Act I

**Act Name:** Briefing

**Description:** The local colonists have been threatened by their new alien neighbors. Speak with Darmoc to learn more.

**Musical Score:** None

## Act II

**Act Name:** Rendezvous

**Description:** Darmoc advises you to speak with J'lad. He's currently somewhere in the spice fields scouting alien patrols.

**Musical Score:** Horror

## Act III

**Act Name:** Sending Out an SOS

**Description:** Reach the deep space antenna and send a distress signal to the mining company. Hopefully, it will agree to send reinforcements.

**Musical Score:** Horror

## Act IV

**Act Name:** Success!

**Description:** The mining company's ships have arrived and are attacking the aliens. Use this distraction to find J'lad and escape!

**Musical Score:** Metal Madness

## Act V

**Act Name:** Debriefing

**Description:** You've found J'lad. Now escort him back to the village and speak with Darmoc to tell him the good news.

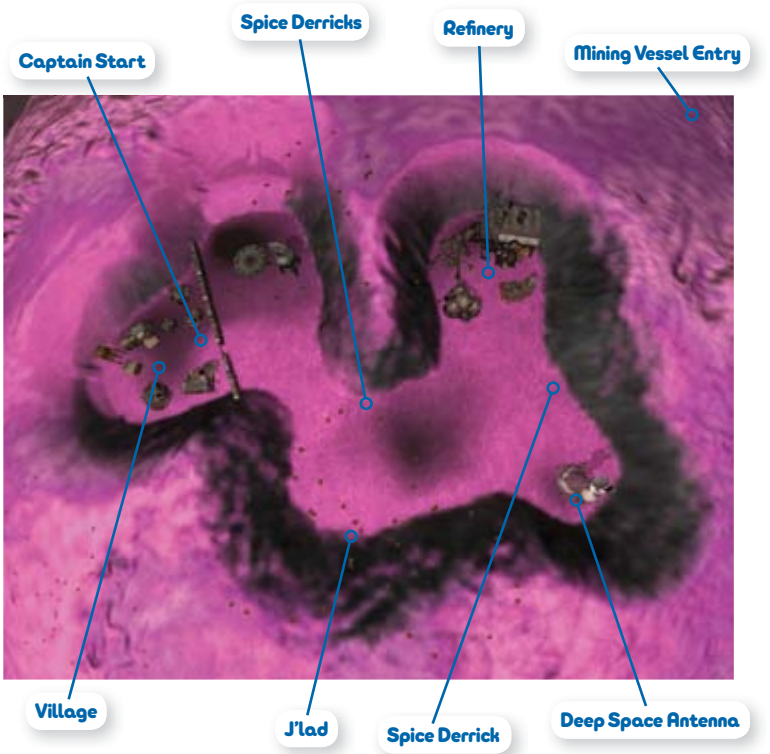
**Musical Score:** Metal Madness



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# Map It Out

Now that we have a central location, title, and acts for the adventure, begin plotting the general layout, deciding what goes where. In our adventure four distinct settings must be created: the village, the spice fields, the antenna, and the refinery. Fortunately, this planet's valley has room for all the settings, allowing the entire adventure to take place within this confined space—the impassable cliffs surrounding the valley serve as natural barriers, helping focus the gameplay in this area. As dictated by the narrative and gameplay, the village and refinery/antenna must be placed at opposite ends of the valley, requiring the captain to travel through the enemy patrols in the spice field. The spice field is also where the captain meets J'lad in Acts II and IV, so there must be a safe area where he can hang out without being harassed by the alien patrols. The village and refinery fit nicely in the little nooks at both ends of the valley, while three spice derricks occupy the otherwise barren spice field. The deep space antenna is placed near the refinery, but there's still enough breathing room for the captain to access it without being spotted by the aliens gathered nearby.




# Set Construction

It's finally time to start building the adventure. But where to begin? There are so many cast members that must be placed, not to mention the implementation of goals. Don't get overwhelmed—take it one step at a time. An easy first step is to establish all your locations through the placement of buildings and fixed objects—much like building a set before filming a movie. But take it slow, focusing on one location at a time. Figure out what kinds of buildings and fixed objects best characterize each location, and then enter the Sporepedia and start browsing for appropriate cast members. Use the descriptions of each location below to select and arrange the designated cast members.

## Village



**Buildings:**
- Shanty Wall
- Shanty Gate
- Shanty Home
- Shanty House
- Shanty Dwellings
- Shanty Court
- Water Tower

**Fixed Objects:**
- Fire Pit
- Fire Stove

The colonists have been living on this planet for several years, with virtually no contact with other empires or civilizations. Their dwellings are made from scraps left behind by the old mining operation. They've even managed to construct a wall of junk to help defend their village from a potential alien attack. The shanty-style buildings perfectly fit the aesthetic for the village. Place all the buildings in the valley nook, arranged around the central Fire Pit to create a courtyard and gathering area—this is where the captain will arrive and talk to Darmoc. Consider scaling down some of the buildings to make sure they all fit. The Fire Stove and Water Tower help give the village a lived-in ambience and also indicate that the colonists have modest means of survival on this barren planet. Next, wall off the village from the rest of the valley, using the Shanty Wall pieces. But don't forget to leave room for the Shanty Gate, providing a way to enter and exit the village.



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**TIP** Like the shanty structures, there are various sets of similar structures available in the Sporepedia. These are useful when creating towns and cities, ensuring that each building shares a similar motif, as with the Big Evil set or Spaceport set. All buildings in a set have similar names, so they always appear next to each other in the Sporepedia in alphabetical order. Hold down Ctrl and click on each building you want—this allows you to select multiple buildings at a time. When your selection is complete, click on the green *Accept* button to import all the selected buildings into your adventure.

## Spice Field



**Buildings:**
- Wrecked Building

**Fixed Objects:**
- Spice Derrick
- Skeleton Cluster
- Skeleton Fish
- Skeleton Fragment
- Skeleton Spine
- Skeleton Ribcage

The spice field is the no-man's land between the village and the refinery. With the exception of a Wrecked Building, three Spice Derricks, and the bones of unfortunate creatures, there isn't much here. Space the Spice Derricks evenly throughout this area, dropping one near the village, another in the middle, and one between the refinery and the antenna. Drop the Wrecked Building near the central Space Derrick, giving J'lad an object to hide behind—consider scaling down this structure so it isn't so massive. To help sell the desolate vision of this wasteland, scatter a few of the skeleton objects around. But don't go overboard. There are enough skeleton objects to ensure the captain doesn't see the same one twice.

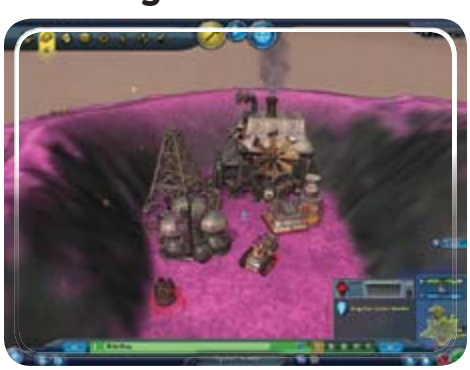
## Deep Space Antenna



**Buildings:**
- Research Base Satellite

The Research Base Satellite fills in as the adventure's critical Deep Space Antenna—rename it in the building's behavior panel. Place this building in the small valley nook opposite the refinery. It's important that the antenna and refinery are relatively close to one another. This not only makes it a bit tougher to reach, it also ensures that the captain can see the mining company's ships attack the aliens at the beginning of Act IV. Consider sinking the building into the ground a few feet to hide its white, bulbous base—hold down Shift and drag the building down into the soil until the white base is buried. This makes the structure shorter and a bit easier to approach when the captain performs the *Examine* goal in Act III.

## Refinery



**Vehicles:**
- Crystal Mine Gatherer
- Turret

**Buildings:**
- Derricks Ltd
- Derrick
- Crystal Mine Pump
- Big Evil Blacksmith

Mining equipment dominates the refinery, tucked in the large nook by the Deep Space Antenna. The buildings here don't look very advanced and match the aesthetic found back at the village, helping reinforce the backstory of this being an old refinery the aliens have taken over. The Crystal Mine Gatherer vehicle can be set to move between the Spice Derricks using *Patrol* movement, helping further sell the refinery as an active facility.

Place the Turret on the outskirts of the facility, aiming toward the Deep Space Antenna. With the proper settings, the Turret prevents the player from getting too close to the refinery. Open the Turret's behavior panel to give it an Aggressive personality and then set it to Enemy Team 1. You can also adjust its Awareness to define the range at which it detects the player. Make sure the yellow Awareness radius covers the entrance to the refinery, but don't expand it much further. Otherwise the captain may come under attack while moving to the Deep Space Antenna.



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# Casting

The stage is now set, so let's cast this adventure. Start by choosing and placing a captain, determining where the adventure begins. Next, select what creatures to cast for the colonists and aliens, then place them on the planet. When choosing creatures from the Sporepedia, try to find ones that best fit your story. By using filters, it's possible to narrow down the choices. For example, in this adventure we chose the Empires and Herbivore filters to find suitable colonists. This narrows the selection to creatures that are generally less hostile in appearance, personality, and abilities. For the aliens, we used the Empires and Carnivore filters to bring up creatures with a more aggressive appearance.

## Captain



Since we're using an unlocked captain for this adventure, it's not necessary to choose one from the Sporepedia—if you're not satisfied with the default captain, select a new one from the Sporepedia. The captain must be placed to define the adventure's starting position and to facilitate Test Mode. Drag the captain onto the planet, dropping him or her near the Fire Pit within the village. This is where the captain begins the adventure, close to Darmoc, the colonists' leader. From this position the captain can quickly fulfill Act I's *Talk To* goal and begin the journey.

## Colonists



**Creatures:**
- Wolf Clan Male
- Wolf Clan Female
- Wolf Clan Child

**Vehicles:**
- Tri-Bump Regulator

The Wolf Clan creatures are ideal for the colonists, closely matching the backstory's description of a ragtag community left behind to fend for itself. There are three different models to choose from, too, providing some variations in size and clothing. But despite their slight differences, they still appear as the same race of creatures. Most of these creatures serve as mere extras, so place a few copies of Wolf Clan females and children around the village—the presence of children adds a greater sense of urgency to the adventure. Once they're placed, access the behavior panel for both cast members and switch their team affiliation to the Allied Team. This prevents the captain from attacking them—the captain cannot attack cast members that are on the Allied Team. You may also want to set their health to Invulnerable to prevent them from being harmed by other creatures. Also, change their Cast Names to Colonist Female and Colonist Child.

### Darmoc



Darmoc is the leader of the colonists and is a central character in this adventure, serving as the archetypical quest giver. Select a Wolf Clan Male and place him near the Fire Pit, not far from the captain's starting position. Once he's placed, open the Wolf Clan Male's behavior panel and change the Cast Name to Darmoc. Darmoc must remain alive throughout the adventure, so set his health to Invulnerable. Also, set him on the Allied Team to prevent the captain from inadvertently attacking him. For movement, assign Darmoc a *Stationary* movement order, forcing him to stand in one spot throughout the adventure. This makes him easier to find, preventing the captain from having to search all over the village.



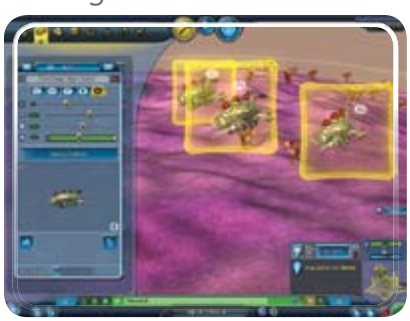
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### J'lad



J'lad is another key character in this adventure and deserves his own cast slot. Assign another Wolf Clan Male to an empty cast slot and then drag him into the spice field, behind the Wrecked Building—from this covert position, J'lad scouts the alien patrols and awaits the captain's arrival. Once he's in place, access his behavior panel by double-clicking on him—change his Cast Name to J'lad. Unlike Darmoc's, J'lad's actions must change from one act to the next. So click on the deep edit switch at the top of his behavior panel. In Act I, J'lad's presence isn't necessary, so click on the show/hide toggle (eye icon) to make him hidden—this prevents the captain from encountering J'lad before speaking to Darmoc. Click the *Next Act* button to the right of the deep edit switch to access Act II. In this act the captain must speak with J'lad, so make sure the eye icon is open, so that J'lad is shown. Also, assign a to *Stationary* movement order to prevent him from wandering into an alien patrol, and adjust his health to Invulnerable, to protect him if he comes under attack. Also, set him to the Allied Team to prevent the captain from attacking him. Cycle through Acts III and IV and ensure these settings remain the same—J'lad must remain shown, stationary, invulnerable, and on the Allied Team during these acts. In Act V, change J'lad's movement to *Follow*, selecting the captain as his target. This makes J'lad follow the captain back to the village, a requirement to complete the *Bring to* goal. To increase the difficulty of the adventure, you may also want to reduce his health, making him vulnerable during the escort sequence—if the aliens attack and kill him on the way back to the village, the *Bring to* goal can't be completed and the adventure ends in failure.

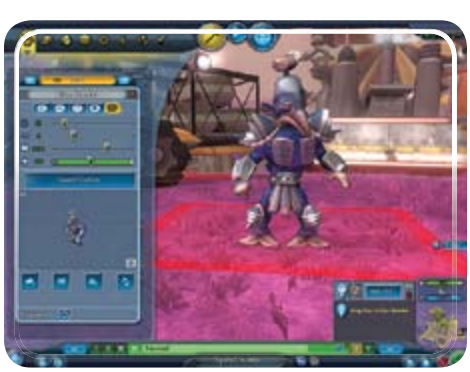
### Mining Vessels



The mining company's spaceships are the heroes of this adventure, so don't forget to add them. The Tri-Bump Regulator is a good choice for these spaceships because it has a utilitarian design and resembles something an industrial operation might use. Like all spaceships, it's equipped with energy beam weapons capable of wiping out the alien squatters. Drag and drop one of these spaceships beyond the refinery, outside of the valley. Once you have one ship placed, drag two more onto the planet, creating an echelon formation. But these ships aren't supposed to arrive until Act IV, so get ready for some deep editing.

Since all the ships occupy the same cast slot, you can alter all three ships' behaviors from the same behavior panel—click on the yin-yang symbol in the Tri-Bump Regulator's cast slot. Start by clicking on the deep edit switch so you can assign different behaviors to each act, just like you did with J'lad. During Acts I through III, hide these ships from view by clicking on the show/hide toggle—all other behaviors are irrelevant during these acts, since the ships are hidden. Then in Act IV, show the ships, indicated by the open eye icon, and set their personality to Aggressive. Next, assign them a *Move to* movement, placing their initial waypoint over the refinery. Add additional waypoints over each of the Spice Derricks and the village, making the ships sweep the entire valley in search of aliens. Set them to the Allied Team too, so they know which targets to shoot. Finally, boost their Damage Bonus slider to 900 percent, vastly increasing the amount of damage their weapons inflict. By default, the ships maintain the same behavior setting in Act V, so no changes are necessary in the final act. The behaviors set in Act IV cause the ships to appear over the horizon and attack all the aliens in the valley, clearing a path for the captain and J'lad to make it back to the village.

## Aliens



**Creatures:**
- Montalette Soldier

Now it's time to cast and place the alien race. The Montalette Soldiers from the Delicate Negotiations Space Stage adventure have the perfect look for this adventure, exuding a snooty imperialistic arrogance. They also look rather powerful and evil when compared to the meek colonists. One cast slot is enough to handle all the aliens, as none exhibit any unique behaviors. Instead, all they do is patrol—and attack anyone who gets in their way. Start by dragging one Montalette Soldier onto the planet and dropping him near the Spice Derrick next to the village. Ignore the deep edit switch this time because these aliens perform the same behaviors throughout the adventure. However, change its Cast Name to Alien Soldier. Next, give him an Aggressive personality and set him to Enemy Team 1—just like the Turret at the refinery. Now set his movement by selecting *Patrol* and adjusting his waypoint. This particular soldier simply paces back and forth in front of the Spice Derrick outside the village, so all he needs is one waypoint—he walks to the waypoint,

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turns around, walks to the starting position, turns around, and walks back to the waypoint. However, the patrol can be interrupted if the captain (or any other Allied Team member) walks into his Awareness radius. Manipulate the Awareness slider to expand and contract this yellow circle. This is a great way to tune the difficulty of the adventure. Once the first Alien Soldier is placed, drag another one onto the planet, placing him next to the Spice Derrick in the center of the valley. Although this Alien Soldier is a clone with identical behaviors, he can have his own patrol pattern. Adjust this unit's patrol so that he walks back and forth in front of the second Spice Derrick—just keep him away from J'lad. Continue placing Alien Soldiers in the same manner, dragging them onto the planet from the same cast slot and adjusting their individual patrol paths. Drop one more by the third Spice Derrick, then place several more in and around the refinery.

When it comes to tuning this adventure, the placement and patrols of these soldiers can greatly affect the difficulty. Enter Test Mode and see how it works out. How close can you get to a soldier before he spots you? Are there too many soldiers or too few? When the soldier attacked, was he too strong or too weak? Make a mental note as you experiment in Test Mode, and then return to Build Mode to make adjustments to the soldier's Awareness, Speed, Damage Bonus, and Health sliders. Also, modify the number of soldiers and their patrol patterns until the difficulty is just right. The goal is to evoke stealth gameplay, encouraging the player to time and avoid the patrolling soldiers. Alternatively, those with powerful weapons are welcome to blast their way through.



# Goals

All the major pieces of the adventure are now in place. It's time to assign goals to each act. Here's a breakdown of all the acts, including what goals to assign as well as what goal text to write for each.

## Act I: Talk to Darmoc



At the start of the adventure, the captain's first task is to speak with Darmoc, the leader of the colonists. To implement this goal, first make sure Act I is selected, then drag the goal marker over Darmoc, who's standing near the Fire Pit in the village. As the radial Goal panel appears, select *Talk to* as the goal. This automatically brings up the Goal Text window, prompting you to type out Darmoc's dialogue, including what emotion he displays and whether the text appears in a speech, thought, caption, or inspection bubble. Fill out the Goal Text window with the options and text shown in this table:

**Act I Goal Text**

| Line | Emotion | Text | Bubble |
|---|---|---|---|
| 1 | Happy | Captain! We're so grateful you received our distress call. | Speech |
| 2 | Sad | We've been stranded on this planet ever since the nearby spice geysers ran dry. It's been tough, but we get by the best we can. | Speech |
| 3 | Afraid | Now a group of aliens has arrived seeking to revitalize the spice mining operations in this valley. | Speech |
| 4 | Afraid | They won't negotiate with us and it's only a matter of time before they raid our village and kill us all. They want our land! | Speech |
| 5 | Neutral | Please help us! J'lad is scouting the alien positions now. Meet with him for a situation report. Avoid the alien patrols! | Speech |

**NOTE** Want to edit the goal text? You can always go back and alter the text by clicking on the *Goal Text* button in the Goal panel. Just make sure you have the correct act and goal selected.



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# Act II: Talk to J'lad

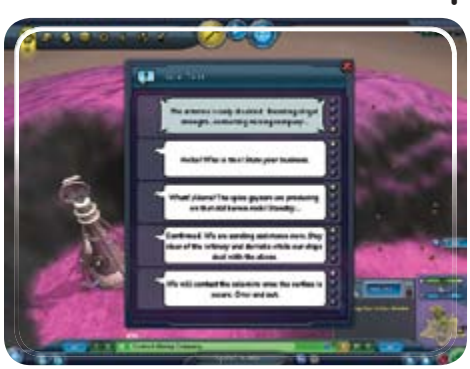


Following Darmoc's instructions, the captain ventures into the spice field to find and speak with J'lad. Select Act II, then drag the goal marker over J'lad and select another *Talk to* goal. Complete the Goal Text window accordingly:

### Act II Goal Text

| Line | Emotion | Text | Bubble |
|---|---|---|---|
| 1 | Neutral | You received our distress signal? Great—we can use all the help we can get! | Speech |
| 2 | Sad | Still, there's no way we can eliminate the aliens on our own, even with your help—there are just too many of them! | Speech |
| 3 | Neutral | Activating the deep space antenna is our only hope. The aliens disabled it after we sent our distress call. | Speech |
| 4 | Neutral | If you can boost the signal strength and send an SOS, our old spice mining company might respond with reinforcements. | Speech |
| 5 | Happy | The mining company will be pleased to know that fresh spices are flowing again. We may even get our old jobs back! | Speech |

# Act III: Examine the Deep Space Antenna



In this act, the captain must sneak over to the Deep Space Antenna and send a distress signal to the mining company. Select Act III, drag the goal marker over the Deep Space Antenna, and select *Examine* from the radial menu. When you drag the goal marker over a noncreature cast member, the *Talk to* goal becomes *Examine*. Like *Talk to*, this also brings up the Goal Text window, but since the captain is interacting with an inanimate object, there are no emotion settings in this window. But you must still enter text and specify what kind of bubble to display. In this case, the Inspection bubble is ideal for the first line, as the captain interacts with the antenna and sends the distress signal. When the mining company responds, change to a Speech bubble.

### Act III Goal Text

| Line | Text | Bubble |
|---|---|---|
| 1 | The antenna is only disabled. Boosting signal strength...contacting mining company... | Inspection |
| 2 | Hello? Who is this? State your business. | Speech |
| 3 | What? Aliens? The spice geysers are producing on that old barren rock? Stand by... | Speech |
| 4 | Confirmed. We are sending assistance now. Stay clear of the refinery and derricks while our ships deal with the aliens. | Speech |
| 5 | We will contact the colonists once the surface is secure. Over and out. | Speech |



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# Act IV: Talk to J'lad



After you contact the mining company, three spaceships arrive and attack the aliens at the nearby refinery. The captain must get back to J'lad to receive further instructions. Select Act IV, drag the goal marker over J'lad, and choose *Talk to* from the menu. Enter the following in the Goal Text window.

### Act IV Goal Text

| Line | Emotion | Text | Bubble |
|---|---|---|---|
| 1 | Happy | You did it! The company has returned and is dishing it out to the aliens! Watch them run! | Speech |
| 2 | Happy | Now that the spice geysers are producing again, the company is likely to stay. | Speech |
| 3 | Happy | They'll need workers too, so hopefully we can get our old jobs back. | Speech |
| 4 | Neutral | Say, there are still a few aliens lurking around here... | Speech |
| 5 | Neutral | Do you think I could follow you back to the village? | Speech |

# Act V: Escort J'lad, Talk to Darmoc



There are two goals to complete in this act as the captain and J'lad return to the village. If you remember, J'lad is already set to follow the captain in Act V, so all you need to do now is place the *Bring to* goal. First, choose Act V, then drag the goal marker over J'lad, selecting the *Bring to* goal from the menu. Next, mouse over the Goal panel, drag the red goal marker (next to the goal's empty target slot), and place it over Darmoc. This sets the goal so that J'lad and Darmoc must be joined. Since J'lad is set to follow, all the captain has to do is stand next to Darmoc and wait for J'lad to catch up to complete the goal.



For the final goal in this act and adventure, the captain must speak with Darmoc one last time. While still in Act V, drag the goal marker (located beneath the *Bring to* goal in the Goal panel) and place it over Darmoc. Choose *Talk to* from the menu and enter the following lines in the Goal Text window.

### Act V: Goal Text

| Line | Emotion | Text | Bubble |
|---|---|---|---|
| 1 | Happy | Thank you, captain! | Speech |
| 2 | Happy | Our colony is now safe thanks to you and J'lad. | Speech |
| 3 | Neutral | And now that the spice geysers are active, we might find some steady work. | Speech |
| 4 | Happy | But now it's time to celebrate! | Speech |



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# Art Pass

In its current state, the adventure functions from beginning to end. Feel free to enter Test Mode and give it a quick whirl. But your work isn't quite finished. The adventure could sound and look a lot better with the addition of some audio and visual effects. Also, consider adding *Chatter* text to some of the extras.

## Village Chatter



When the captain arrives at the village, there should be a general sense of panic reflected in the way the colonists act. After all, they're facing annihilation at the hands of the spice-hungry aliens. So open the behavior panel of the Colonist Female (formerly Wolf Clan Female) and write some *Chatter* text—press the *Speech/Captions* button. This opens a new window that closely resembles the Goal Text window. Here you can write up to five lines of dialogue, each expressed with a unique emotion and bubble. Chatter is displayed automatically, requiring no interaction from the captain. The character merely repeats the lines of dialogue, displayed in bubbles above her head. You can also click on the *Inspect/Talk to* tab to write dialogue triggered by social interactions with the captain. Write a couple of lines in each:

### Colonist Female Chatter Text

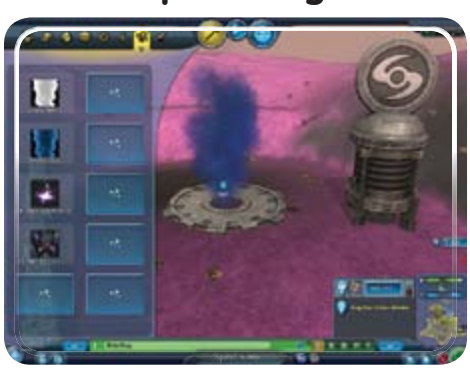
| Line | Emotion | Text | Bubble |
|---|---|---|---|
| 1 | Sad | Please help us! | Speech |
| 2 | Afraid | What will we do if the aliens attack? | Thought |

### Colonist Female Inspect/Talk to Text

| Line | Emotion | Text | Bubble |
|---|---|---|---|
| 1 | Sad | Captain, will you please help us? | Speech |
| 2 | Afraid | We must protect the children! | Speech |

**TIP** Through deep editing, you can write different *Chatter* and *Inspect/Talk to* text for each act. Activate the deep edit switch for the Colonist Female and write new text for Act V, once the mining company's vessels have arrived and eliminated the aliens.

## Active Spice Geysers



**Audio:**
- Factory Exhaust

**Visual Effects:**
- Smoke Blue

The reason the aliens are on this planet is because of the spices, so it makes sense to make the spice geysers appear active. To simulate the flow of spices rising from the ground, place the Smoke Blue visual effect over each Spice Derrick—this closely resembles the spice geysers found in the Space Stage. Next, add some sound to each Spice Derrick. The Factory Exhaust audio perfectly complements the sight of spice rising up from the planet. But adjust the range of the sound so it can only be heard when standing within a few meters of the Spice Derrick—you don't want these sounds to fill the entire valley.

## Hostile Environment



**Audio:**
- Desolate Wind

The spice fields between the village and factory already appear barren and hostile, but adding the sound of wind blowing intensifies the mood even more. Drop the Desolate Wind sound effect outside the village's wall. Next, adjust the range of the sound so its outer radius just barely touches the village's gate. This makes the sound audible just as the captain exits the village, instantly giving the player an impression of the setting. It also makes the village feel more protected from the elements, with the wall drowning out the noise of the wind.



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## Functioning Antenna



**Audio:**
- Communication Blips

**Visual Effects:**
- Broken Machinery

The Deep Space Antenna looks rather pristine considering the setting and its disabled state at the start of the adventure. So drop a few Broken Machinery visual effects around its base, causing it to emit random blue sparks. But these sparks should disappear once the captain fixes the antenna. So access the visual effects behavior panel and toggle the deep edit switch. Next, make sure the visual effects are shown in Acts I through III. But hide the effects in Acts IV and V by clicking on the show/hide toggle eye icon. Once the antenna is fixed and transmitting, add the Communication Blips sound effect, placing it at the antenna's base. Use deep editing once again to hide the audio in Acts I through III, but show the cast member in Acts IV and V. Also, set the range of the audio so it only encompasses a few meters around the antenna.

## Bustling Refinery



**Audio:**
- Busy Factory 2

**Visual Effects:**
- Smoke White

The refinery is mostly off-limits, thanks to the patrolling soldiers and the defensive Turret. But it can still be seen when the captain is standing near the Deep Space Antenna. To make the refinery appear more active, drop the Busy Factory 2 sound effect in the middle of the buildings and ensure the range of sound just barely reaches the Deep Space Antenna—this creates quite a racket, so make sure it can't be heard elsewhere in the valley. Next, place the Smoke White visual effect on top of the Big Evil Blacksmith's smokestack. Hold down Ctrl and drag the cast member upward to set its height to match the smokestack's. Then adjust the camera angle so you have a top-down view of the structure, making it easy to align the visual effect directly over the smokestack. These simple additions make the refinery look and sound like a bustling facility, worthy of protecting.

## Village Celebration



**Audio:**
- Cha Cha

**Visual Effects:**
- Fireworks Continuous

To showcase the gratitude of the colonists, consider creating a fireworks celebration in Act V, as the captain and J'lad return to the village. Drop the Cha Cha music cast member in the center of the village, by the Fire Pit. Then adjust the range of the music so it can be heard just outside the village's wall. As the captain walks within the range of the Cha Cha music, Act V's musical score (Metal Madness) fades, preventing the two diverse tunes from blending into an incoherent mess. Also, make sure to use deep editing to make the music hidden until Act V. Next, place eight Fireworks Continuous visual effects around the perimeter of the village. This creates a large fireworks show in the sky above, adding to the festive mood. As with the music cast member, use deep editing to hide the fireworks until Act V.



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# Finishing Touches

The adventure is shaping up nicely but you still need to write the introduction text as well as the winning and losing text. You also need to write a description, assign tags, define the genre, and take pictures for the adventure's card.

## Introduction Text



Although it's not visible in Test Mode, at the start of the adventure the captain beams down to the planet and strikes a freeze-frame pose. This opening shot is accompanied by a line of text, serving as a brief introduction. To add this text, click on the *Introduction Text* button, on the left side of the green act bar. In the window that pops up, write the following text:

The situation is desperate. The colonists are preparing to defend themselves against an impending alien attack. Speak with Darmoc, the colonists' leader, before things get out of hand.

## Winning/Losing Text



Brief lines of text also appear at the end of the adventure, whether the captain succeeds or fails. Therefore you must write two different lines for each possible outcome. Click on the *Winning/Losing Text* button, on the right side of the green act bar, to open a new window with two separate fields. In the winning text field write the following:

The aliens have been eradicated and the colonists are finally safe. Now that the mining company has returned, the quality of life for these colonists can only get better. Great job!

Next, enter the following losing text:

You have failed to protect the colonists from the aliens. Perhaps another captain will come to save the day before it's too late...

## Description



Now it's time to return to the Adventure Title interface and write a description for the adventure—click on the Spice Trouble text at the bottom of the screen. The description appears on the adventure's card in the Sporepedia as well as in the player's Mission Log when the adventure is played in the Space Stage. So it's important to sell the adventure, encouraging other players to give it a shot. But you're limited to 256 characters, so keep it brief and to the point. Either write your own description or enter the following text in the Description field:

A small group of colonists has been threatened by an unknown alien race. The aliens intend to evict the colonists by any means necessary so they can build a spice derrick at the village site. Help protect the colonists from total annihilation!

**TIP** Remember—don't name the planet in the description or anywhere else in the adventure. During Space Stage games adventures are set on random planets. So avoid mentioning planet names to avoid potential conflicts in the broader narrative.



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## Tags

Just below the description is the Tags field. Tags are used to describe an adventure through the use of keywords and phrases. In the Sporepedia (both in the game and on the *Spore* website), keyword searches can be performed to sort through the tons of adventures available. So it's important to enter tags that both identify and make your adventure stand out from the crowd. You only have 196 characters at your disposal, so use this space wisely. For this adventure enter the following words and phrases in the Tags field, each separated by a comma: spice, spice geyser, derrick, shanty, village, colonist, aliens, refinery, air strike, stealth, sneak, fireworks, communication, antenna, deep space, quest. If any of these words or phrases are entered in the Sporepedia's search field, Spice Trouble will show up in the results.

## Genre

Next, select a genre for the adventure in the drop-down menu below the Tags field. Out of all the genre choices, Spice Trouble is best characterized as a quest. In typical quest adventures, the captain is tasked with completing one or several objectives for a key character. At the end of the quest, the captain returns to the quest giver for some sort of debriefing or reward. In this adventure, Darmoc and J'lad are the archetypical quest givers, requiring the captain to reach the deep space antenna and send a distress signal. But the adventure could easily fit in the story genre too, given the rather deep narrative revealed from the dialogue in *Talk to* goals.

## Detailed View Pictures



At the bottom of the Adventure Title interface are four thumbnail slots. Fill these slots with pictures from your adventure. These pictures are visible on the adventure's card, so take some time to carefully frame the pictures. The best way to take good pictures is by entering Test Mode. Get to a part in the adventure when you want to take a picture and then pause the game by pressing `. Once the game is paused at the right moment, enter FreeCam mode by holding down Ctrl and Alt while pressing C. This allows you to move the camera around freely, just like in Build or Terraform Mode. But by pausing the action in game, you can take some really cool action shots. Once you've framed the shot, press C or click on the *Take Picture* camera button in the bottom left corner of the screen. Repeat the same process until you have at least four pictures. Now return to the Adventure Title interface and choose which four shots you want to use to market your adventure, pressing the arrow buttons on the sides of the thumbnails to cycle through the different pictures. The thumbnail in the top left corner is the most important because the picture chosen here shows up on the front of the card, visible in the Sporepedia alongside all of the other adventures. So choose the best picture out of the bunch for this thumbnail.

**NOTE** The description, genre, tags, and four pictures appear on the adventure's card in the Sporepedia.





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# final thoughts

If you followed the steps in this chapter, Spice Trouble is now a complete adventure, ready for Quick Play or the Space Stage. However, great adventures are never finished—they're only abandoned. There's virtually no end to how many improvements you can make to an adventure. So before declaring the adventure complete, spend some time playing it.

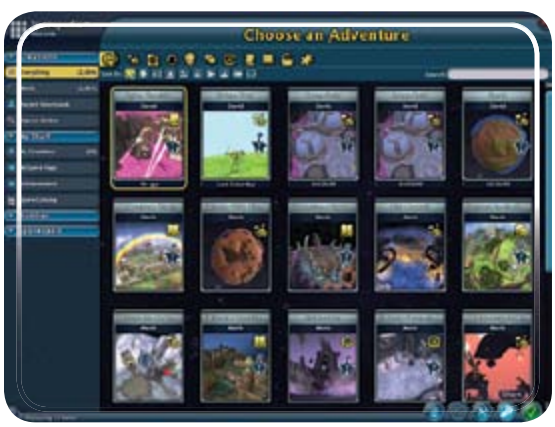
## Testing and Tuning



Play the adventure many times with captains of different ranks and abilities. This can help reveal bugs and potential exploits.

Once you've completed the production phase, play the adventure over and over again. Chances are you'll find minor elements to tweak with each play, helping better tune the gameplay and overall appearance. Also, take into account the adventure's difficulty. Is it too easy? If so, consider adding more Alien Soldiers, or increase the Awareness and Damage Bonus settings of the existing soldiers. If it's too hard, do the opposite, removing soldiers and decreasing their Awareness and Damage Bonus settings. Also, look for opportunities to add more audio and visual effects. Or consider changing the time of day to alter the overall ambience of the adventure. Perhaps it would look better at night? Continue playing and tweaking until you're pleased with the adventure. If possible, have a friend or family member play it and ask for feedback afterward. Having a fresh set of eyes look at your adventure is a huge help, as your tester might spot obvious problems you overlooked. Get as many people to play your adventure as possible before finalizing it.

## Sharing




Even if your adventure isn't 100 percent solid, share it to get feedback from your buddies and others in the community.

When your adventure is as close to perfect as possible, consider sharing it with the *Spore* community. To do this, open the Quick Play menu to open the Sporepedia. Next, select your adventure from the list, then click on the blue *Share* button in the bottom right corner of the screen. The adventure is now shared, and available on the *Spore* website. Any buddies will also automatically download your adventure when they start up the game. Once others have downloaded your adventure they can rate it, post comments, and even edit it to create their own variant—the original author retains credit when an adventure is edited. Sometimes the best adventures are created through collaborative efforts. Perhaps you have a friend who creates really cool creatures and another that can write great dialogue. Consider combining talents to create a new adventure. Through sharing, you can download and tweak each iteration until the adventure is ready for mass consumption. As you can see, sharing is just the first in many potentially evolutionary steps for your adventure. So don't be afraid to put your adventure out there for the world to see.



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# spore community



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Have you played all the Maxis Quick Play and Space Stage adventures? If so, your captain is probably craving more adventure. Don't worry; the *Spore* community has you covered, producing dozens of new adventures every hour. But the *Spore* community isn't just a repository for adventures. It's a living entity—rating creations, providing invaluable feedback, and collaborating to create amazing content. So whether you're looking to download adventures, share your own adventures, or simply help others out in the forums, being an active member of the *Spore* community has its benefits and rewards. Who knows—you might make some friends, too.



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# myspore page




Log in to the *Spore* website to access your very own MySpore page; customize the page and your profile's avatar.

If you haven't accessed the *Spore* website yet, it's easy to log in. Simply choose *Login* on Spore.com's main page and enter the same e-mail address and password you used when registering the game. After logging in, you're whisked off to your very own MySpore profile page, showing all of your creations, your highest-ranking captain, achievements/trophies earned, featured content, events, *Spore* news, and buddy activity. Essentially, this page is your portal to everything available in *Spore*. So take some time to customize its appearance to better serve your needs and sense of design. Choose one of your creations to serve as your profile's avatar, and rearrange the various panels as you see fit.

## Community Participation

Spore Points aren't just for your captain. Active participants in the *Spore* community earn Spore Points too. Unlike the Spore Points earned to level up your captain, Spore Points earned through community participation merely show how active each user is. Your accumulated point total is shown within your user profile on the MySpore page and is visible to everyone in the community—think of it as bragging rights. You can earn community-based Spore Points for performing a variety of tasks, all detailed in the *Community-Based Spore Points* table. As you can see, each action is worth a different number of points. There's also a daily cap for each action, preventing users from exploiting the point system by performing the same task over and over. Here's a breakdown of what actions earn you Spore Points and the daily point cap for each.

**Community-Based Spore Points**

| Action | Spore Points | Daily Cap |
|---|---|---|
| My Creation Is Downloaded | 1 | 1,000 |
| My Creation Is Rated | 1 | 1,000 |
| My Creation Is Played | 1 | 1,000 |
| My Creation Is Most Popular* | 10 | 5,000 |
| My Creation Is Featured | 100 | 5,000 |
| I Rate a Creation | 1 | 25 |
| I Complete an Adventure | 15 | 500 |

* determined by creation's rating

## Managing Comments




You must approve all user comments before they are visible to the rest of the community.

Users who have played your adventure can leave comments, offering praise or suggestions to help make your adventure better. Such feedback is a huge asset for any author, so don't forget to check out what others are saying. Comments on your adventure (and other creations) can be viewed in the MySpore section of the website. Every comment posted for one of your creations must be approved by you before it's made public. So make a habit of visiting the website regularly and managing your comments. Click on the *Manage Comments* option on the MySpore page to show all the comments that are approved and unapproved. You have these options for each comment:

**Approve:** Choose this option to approve a comment. The comment then appears alongside the creation/adventure in the Sporepedia.

**Delete:** Click this option to delete the comment.

**Report User:** If a user has left an abusive or inappropriate remark, report the offender to the administrators.

**Block User from Commenting:** Choose this option if you want to prevent a particular user from posting future comments on your creations.



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# sharing adventures




**Select an adventure in the Sporepedia and click on the *Share* button to unleash it on the Spore community.**

Ready to share your adventure with the Spore community? Sharing adventures is as easy as clicking a button, but before you broadcast your creation to the world, take a moment to review your adventure and ask yourself the following questions:

- Do all the acts have names and descriptions?
- Have you written all the goal text?
- Did you write introduction and winning/losing text?
- Did you write a description for the adventure?
- Did you create tags so the adventure is visible during keyword searches?
- Does the adventure have a genre?
- Are there four detailed view pictures visible on the adventure's card?
- Has all the text in the adventure been spell-checked?

Once you've put on all the finishing touches, you can share your adventure by selecting it in the Sporepedia and clicking on the blue *Share* button in the bottom right corner of the screen. At this point the adventure is now available for download through the Sporepedia or Spore.com. Log in to the website and try to find your adventure by typing the adventure's tags into the search field—it may take a few minutes for your adventure to show up online, so don't panic if it doesn't pop up immediately. New adventures also appear at the top of the website's Sporepedia. Go to *Browse* and make sure the Adventures, All Adventures, and Newest filters are selected.

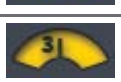
### Collaborative Effort

**Want to share an adventure with a small group of friends without broadcasting it to the whole community? Simply e-mail your friends the adventure's PNG file, found in the *My Spore Creations/Adventure* folder. Believe it or not, these tiny files contain all of the information in your adventure, allowing your friends to play and edit the adventure once it's dropped in their *My Spore Creations/Adventure* folder. This is a great way to collaborate on unfinished adventures without exposing your incomplete masterpiece to public scrutiny. Each edit made to an adventure by other users updates the adventure's lineage, ensuring every contributor gets credit. Once all your friends have added their piece, share the adventure and enjoy the community's praise!**

## Difficulty & Spore Points

When you find your adventure you may notice that it has no difficulty rating and is only worth 5 Spore Points. What gives? Don't worry; this is perfectly normal for all new adventures. An adventure must be played a minimum of 20 times for these values to be adjusted. After the adventure's 20th play, enough data is collected to determine the adventure's difficulty based on how many players completed it and how many failed. This pass-fail ratio is used to dynamically adjust the adventure's difficulty and Spore Point value. In all, there are five possible difficulty levels indicated by a colored gauge icon on the adventure's card. Adventures with a high difficulty rating are worth more Spore Points while easier adventures are worth less. The Spore Point value can vary wildly, ranging anywhere from 5 to 100 points. But don't get disheartened if your adventure is declared easy and is worth only a few Spore Points. These values are completely fluid, changing each time another player has completed or failed the adventure. So the difficulty and Spore Point value can change significantly over a day, week, or month. If you're still not satisfied with your adventure's performance, consider taking it back into the Adventure Creator and making some adjustments to make it easier or more difficult.

**Adventure Difficulty**

| Icon | Difficulty |
|---|---|
|  | Very Easy |
|  | Easy |
|  | Medium |
|  | Hard |
|  | Very Hard |



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## Featured Adventures



Maxis selects one standout adventure every week and showcases it in the Featured Adventures section of the website, visible when users access their MySpore page. A featured adventure (or one that was featured in the past) has a gold star on its card, helping it stand out from the crowd. In the Sporepedia, there is a Featured filter, allowing you to browse through only adventures that have been featured. If you're lucky enough to have one of your adventures featured, you'll earn the Bestseller achievement.




# downloading adventures




Tons of adventures await in the website's Sporepedia. Find an adventure and download it to add it to your game.

Creating adventures and sharing them is fairly simple, but downloading adventures is even easier. This can be accomplished through the in-game Sporepedia or the website's Sporepedia. In the game's Sporepedia, click the *Search Online* button to browse through various community creations, including new adventures—use the filters to narrow the selection to adventures. When you find an adventure you'd like to play click on the *Download Adventure* text located just beneath the adventure's card. If using the *Spore* website, access the Sporepedia section and search through all the adventures available. Click on the *Browse* tab to view multiple adventures at once, using the filters in the three drop-down menus to narrow the selection. Or if you want to look for a specific adventure or content, click on *Search*. You can search for keywords in an adventure's title, description, tags, or author's name. Once you've found an adventure you want to play, select it and click on the gold *Add to My Game* button. This adds the adventure to a download queue, downloading the adventure automatically the next time you start *Spore*. If *Spore* is already running, the adventure is downloaded immediately. The fastest way to play a downloaded adventure is through the Quick Play menu. But downloaded adventures also populate the Space Stage. However, this is done at random, so it's tough to predict which alien empire will offer the adventure you're looking for. Still, this is a good way to add some variety and unpredictability to the Space Stage—download a dozen adventures and enter an existing Space Stage game to give your captain something to do.

**NOTE** Utilize the website's Sporepedia filters when searching for adventures. The numerous filters allow you to sort through adventures based on the difficulty level, genre, and even language. *Spore* has a worldwide fan base, so it's not uncommon to find adventures written in different languages.

## The Adventure Card

Each adventure card in the Sporepedia is packed with small icons and other elements offering a wealth of information in a single glance. This information is helpful when deciding which adventures to download and which ones to ignore. Here's a quick breakdown of each element:

**Adventure Title:** This is the name of the adventure

**Author:** The author's name, or at least the name of the last author to edit the adventure, appears here.

**Creation Date:** The date the adventure was last edited; click on this bar to reveal the adventure's expanded card showing the description, tags, and four detailed view pictures.

**Difficulty:** The difficulty of the adventure as determined by the pass-fail ratio. This is fluid and may change over time.






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**Genre:** This icon represents the adventure's genre. There are 10 genre icons in all, including the No Genre icon shown here. For a list of genres and the icons associated with each, turn back to the *Adventure Creator* chapter.

**Number of Plays:** This number shows how many times the adventure has been played. This is a good indicator of how popular an adventure is, but is no guarantee of quality.

**Rating:** The emoticon shown here reflects the adventure's rating, as determined by players who played and rated it. An adventure with several plays and a high rating is a good sign—give it a shot!

**Spore Points:** The number of Spore Points awarded to your captain for completing the adventure. All Maxis adventures are worth 100 points, but the values of community-created adventures differ based on difficulty, ranging from 5 to 100 points each.

**Unlocked Captain:** This icon appears only on adventures with an unlocked captain slot, allowing players to select their own captain and earn Spore Points. Look for this icon if you're looking for adventures to level up your captain.

# Buddies and Sporecasts




**Add buddies and subscribe to Sporecasts to automatically fill your game with new creatures, vehicles, buildings, and adventures.**

Instead of downloading adventures (and other content) individually, consider adding buddies and subscribing to Sporecasts. If you add buddies, you automatically download any shared adventures they've submitted or content they've added to their Sporecasts. To add a buddy, click the *Find Buddy* button in the Sporepedia and enter your friend's e-mail address or Spore user name. Once the results appear, click *Add* to make a user your buddy. Anyone in the *Spore* community can become your buddy—there is no buddy request and approval system. So don't be afraid of adding complete strangers as buddies, especially if they've created some cool adventures. Buddies can also be added through the *Spore* website. Click on the gold plus (+) icon next to a user's name to make him or her your buddy.

Sporecasts are another great way to keep fresh content flowing into your game. Sporecasts are collections of creatures, vehicles, buildings, objects, and adventures with a common theme. To subscribe to a Sporecast, click on the *Sporecast* tab in the game's or website's Sporepedia. Next, enter a keyword in the search field at the top of the screen and then click *Search* to view the results. Once you find a Sporecast you're interested in, click *Subscribe* to download all of its associated creations. As Sporecasts are updated with new creations, the content is automatically downloaded into your game. You can create Sporecasts of your own, too. This is a good way to compile a list of adventures with similar themes. For example, perhaps you're creating a set of episodic adventures that tell a serialized story. Make a Sporecast to group these adventures together, allowing subscribers to download new episodes as they're released.

**NOTE** You're automatically subscribed to the Maxis Sporecast, causing new Maxis creations (including adventures) to download every time you start the game.

# Leaderboards and Ratings



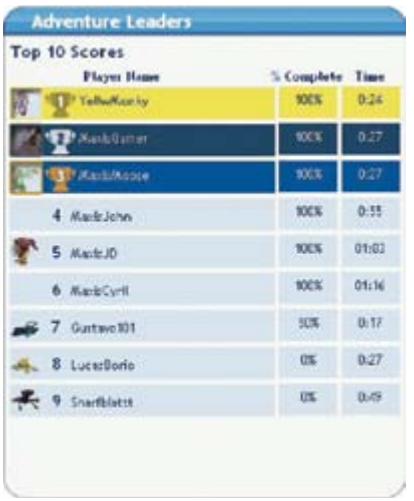

**After completing an adventure, see where you placed on the leaderboard. Did you earn a trophy?**

Every time you complete an adventure, you can rate it and find your position on its leaderboard. On the Mission Complete screen, which appears at the end of the adventure, click on the *Leaderboard* button to see where you rank. Every adventure has its own leaderboard, tracking all who have played the adventure, as well as their percentage scores and time scores. The percentage score is calculated based on the number of completed acts divided by the total number of acts. The time score is based simply on the amount of time taken to complete the adventure from beginning to end. Those with the highest percentage and time scores move to the top of the leaderboard. The top three positions in the leaderboard earn bronze, silver, and gold trophies. But these rankings are fluid and can change every time a new player



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posts a time, potentially knocking someone out of the top three positions. This introduces a competitive aspect to adventures, encouraging community members to replay an adventure multiple times to post the best time. To make it more personal, click on the *vs. Buddies* filter to see how you rank against your online friends.




Not playing the game? No problem. An adventure's leaderboard can also be viewed on the website, with up-to-date rankings.

Also on the Leaderboard screen is the *Rate* button. Click this button to rate an adventure up or down, indicated by the thumbs-up and thumbs-down icons. If you liked the adventure, rate it up. Otherwise, rate it down. An adventure's rating appears on its card in the Sporepedia, represented by an emotion icon. Although adventures can be played multiple times, they can only be rated once. You can also rate played adventures on the website—you can't rate adventures you haven't played.

# the official *spore* forum




Got a question? Chances are someone in the community has an answer.

We've done our best to cover every aspect of Space Stage and the new *Galactic Adventures* expansion in this guide. But if you still have questions on how something works, consider heading over to the game's official forum. It can be accessed from the website by selecting *Community* and *Forum*. If you're already logged in, you're ready to post! As far as online communities go, the *Spore* community is one of the most active and knowledgeable around—it's a friendly group of folks, too! Maxis monitors the forums, and designers often chime in with useful hints and tips, making this the best resource for all post-launch information.



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# space stage & galactic adventures appendix

This section gives you all of the nitty-gritty Space Stage details you could hope for, from how to earn badges, to which planets have the different types of spice, to what determines your initial Space Stage personality and how to change it. Armed with this knowledge, you should have a clearer idea of how to chart your destiny, as well as how to earn every achievement in *Spore*.

**NOTE** See the next section for a complete list of achievements and their conditions.

## Badges

Complete missions to earn badges. Most badges have multiple levels, represented by the number after the badge name. Each badge also awards you a certain number of badge points toward your next title. Continue completing missions and earning badge points until you achieve the Title of Omnipotent.

| Icon | Badge | Requirement |
|---|---|---|
|  | Split Personality 1 | Change personality 1 time to earn the Split Personality 1 badge. |
|  | Split Personality 2 | Change personality 2 times to earn the Split Personality 2 badge. |
|  | Split Personality 3 | Change personality 3 times to earn the Split Personality 3 badge. |
|  | Split Personality 4 | Change personality 4 times to earn the Split Personality 4 badge. |
|  | Split Personality 5 | Change personality 5 times to earn the Split Personality 5 badge. |
|  | Body Guard 1 | Defend 2 friends to earn the Body Guard 1 badge. |
|  | Body Guard 2 | Defend 5 friends to earn the Body Guard 2 badge. |
|  | Body Guard 3 | Defend 10 friends to earn the Body Guard 2 badge. |
|  | Body Guard 4 | Defend 20 friends to earn the Body Guard 4 badge. |
|  | Body Guard 5 | Defend 35 friends to earn the Body Guard 5 badge. |
|  | Brain Surgeon 1 | Promote 1 creature to Tribe to earn the Brain Surgeon 1 badge. |
|  | Brain Surgeon 2 | Promote 5 creatures to Tribe to earn the Brain Surgeon 2 badge. |
|  | Brain Surgeon 3 | Promote 10 creatures to Tribe to earn the Brain Surgeon 3 badge. |
|  | Brain Surgeon 4 | Promote 20 creatures to Tribe to earn the Brain Surgeon 4 badge. |
|  | Brain Surgeon 5 | Promote 40 creatures to Tribe to earn the Brain Surgeon 5 badge. |
|  | Captain's Badge | Prove your skills as a captain of your spaceship to earn the Captain's badge. |
|  | Cleaner 1 | Complete 5 eradication missions to earn the Cleaner 1 badge. |
|  | Cleaner 2 | Complete 10 eradication missions to earn the Cleaner 2 badge. |
|  | Cleaner 3 | Complete 20 eradication missions to earn the Cleaner 3 badge. |
|  | Cleaner 4 | Complete 40 eradication missions to earn the Cleaner 4 badge. |
|  | Cleaner 5 | Complete 70 eradication missions to earn the Cleaner 5 badge. |
|  | Collector 1 | Collect 3 artifacts to earn the Collector 1 badge. |
|  | Collector 2 | Collect 8 artifacts to earn the Collector 2 badge. |
|  | Collector 3 | Collect 20 artifacts to earn the Collector 3 badge. |

| Icon | Badge | Requirement |
|---|---|---|
|  | Collector 4 | Collect 50 artifacts to earn the Collector 4 badge. |
|  | Collector 5 | Collect 100 artifacts to earn the Collector 5 badge. |
|  | Colonist 1 | Place 5 colony buildings to earn the Colonist 1 badge. |
|  | Colonist 2 | Place 20 colony buildings to earn the Colonist 2 badge. |
|  | Colonist 3 | Place 50 colony buildings to earn the Colonist 3 badge. |
|  | Colonist 4 | Place 100 colony buildings to earn the Colonist 4 badge. |
|  | Colonist 5 | Place 200 colony buildings to earn the Colonist 5 badge. |
|  | Conquerer 1 | Conquer 2 planets to earn the Conquerer 1 badge. |
|  | Conquerer 2 | Conquer 5 planets to earn the Conquerer 2 badge. |
|  | Conquerer 3 | Conquer 10 planets to earn the Conquerer 3 badge. |
|  | Conquerer 4 | Conquer 20 planets to earn the Conquerer 4 badge. |
|  | Conquerer 5 | Conquer 50 planets to earn the Conquerer 5 badge. |
|  | Diplomat 1 | Form 1 alliance to earn the Diplomat 1 badge. |
|  | Diplomat 2 | Form 2 alliances to earn the Diplomat 2 badge. |
|  | Diplomat 3 | Form 5 alliances to earn the Diplomat 3 badge. |
|  | Diplomat 4 | Form 10 alliances to earn the Diplomat 4 badge. |
|  | Diplomat 5 | Form 20 alliances to earn the Diplomat 5 badge. |
|  | Eco Hero 1 | Avert 2 eco disasters to earn the Eco Hero 1 badge. |
|  | Eco Hero 2 | Avert 5 eco disasters to earn the Eco Hero 2 badge. |
|  | Eco Hero 3 | Avert 10 eco disasters to earn the Eco Hero 3 badge. |
|  | Eco Hero 4 | Avert 25 eco disasters to earn the Eco Hero 4 badge. |
|  | Eco Hero 5 | Avert 50 eco disasters to earn the Eco Hero 5 badge. |
|  | Economist 1 | Purchase 1 solar systems to earn the Economist 1 badge. |
|  | Economist 2 | Purchase 3 solar systems to earn the Economist 2 badge. |



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| Icon | Badge | Requirement |
|---|---|---|
|  | Economist 3 | Purchase 6 solar systems to earn the Economist 3 badge. |
|  | Economist 4 | Purchase 10 solar systems to earn the Economist 4 badge. |
|  | Economist 5 | Purchase 15 solar systems to earn the Economist 5 badge. |
|  | Empire 1 | Expand to 3 solar systems to earn the Empire 1 badge. |
|  | Empire 2 | Expand to 7 solar systems to earn the Empire 2 badge. |
|  | Empire 3 | Expand to 13 solar systems to earn the Empire 3 badge. |
|  | Empire 4 | Expand to 22 solar systems to earn the Empire 4 badge. |
|  | Empire 5 | Expand to 35 solar systems to earn the Empire 5 badge. |
|  | Explorer 1 | Explore 15 solar systems to earn the Explorer 1 badge. |
|  | Explorer 2 | Explore 50 solar systems to earn the Explorer 2 badge. |
|  | Explorer 3 | Explore 100 solar systems to earn the Explorer 3 badge. |
|  | Explorer 4 | Explore 250 solar systems to earn the Explorer 4 badge. |
|  | Explorer 5 | Explore 500 solar systems to earn the Explorer 5 badge. |
|  | Frequent Flyer 1 | Fly between 50 solar systems to earn the Frequent Flyer 1 badge. |
|  | Frequent Flyer 2 | Fly between 150 solar systems to earn the Frequent Flyer 2 badge. |
|  | Frequent Flyer 3 | Fly between 400 solar systems to earn the Frequent Flyer 3 badge. |
|  | Frequent Flyer 4 | Fly between 800 solar systems to earn the Frequent Flyer 4 badge. |
|  | Frequent Flyer 5 | Fly between 1,500 solar systems to earn the Frequent Flyer 5 badge. |
|  | Golden Touch 1 | Accumulate 500,000 Spore bucks to earn the Golden Touch 1 badge. |
|  | Golden Touch 2 | Accumulate 1,000,000 Spore bucks to earn the Golden Touch 2 badge. |
|  | Golden Touch 3 | Accumulate 2,500,000 Spore bucks to earn the Golden Touch 3 badge. |
|  | Golden Touch 4 | Accumulate 5,000,000 Spore bucks to earn the Golden Touch 4 badge. |
|  | Golden Touch 5 | Accumulate 10,000,000 Spore bucks to earn the Golden Touch 5 badge. |
|  | Gopher 1 | Complete 5 delivery missions to earn the Gopher 1 badge. |
|  | Gopher 2 | Complete 10 delivery missions to earn the Gopher 2 badge. |
|  | Gopher 3 | Complete 20 delivery missions to earn the Gopher 3 badge. |
|  | Gopher 4 | Complete 40 delivery missions to earn the Gopher 4 badge. |
|  | Gopher 5 | Complete 70 delivery missions to earn the Gopher 5 badge. |
|  | Dance with the Devil | Ally with the Grox. |
|  | Badge outta Heck | Beat the Grox. |
|  | Jack Of All Trades 1 | Buy 5 tools to earn the Jack of All Trades 1 badge. |
|  | Jack Of All Trades 2 | Buy 20 tools to earn the Jack of All Trades 2 badge. |
|  | Jack Of All Trades 3 | Buy 50 tools to earn the Jack of All Trades 3 badge. |
|  | Jack Of All Trades 4 | Buy 100 tools to earn the Jack of All Trades 4 badge. |

| Icon | Badge | Requirement |
|---|---|---|
|  | Jack Of All Trades 5 | Buy 200 tools to earn the Jack of All Trades 5 badge. |
|  | Joker | You don't want to earn the Joker badge, you cheater! |
|  | Merchant 1 | Trade for 500,000 Spore bucks to earn the Merchant 1 badge. |
|  | Merchant 2 | Trade for 2,000,000 Spore bucks to earn the Merchant 2 badge. |
|  | Merchant 3 | Trade for 4,000,000 Spore bucks to earn the Merchant 3 badge. |
|  | Merchant 4 | Trade for 7,000,000 Spore bucks to earn the Merchant 4 badge. |
|  | Merchant 5 | Trade for 15,000,000 Spore bucks to earn the Merchant 5 badge. |
|  | Missionista 1 | Complete 5 missions to earn the Missionista 1 badge. |
|  | Missionista 2 | Complete 10 missions to earn the Missionista 2 badge. |
|  | Missionista 3 | Complete 18 missions to earn the Missionista 3 badge. |
|  | Missionista 4 | Complete 30 missions to earn the Missionista 4 badge. |
|  | Missionista 5 | Complete 50 missions to earn the Missionista 5 badge. |
|  | Planet Artiste 1 | Use 5 planet sculpting or coloring tools to earn the Planet Artiste 1 badge. |
|  | Planet Artiste 2 | Use 25 planet sculpting or coloring tools to earn the Planet Artiste 2 badge. |
|  | Planet Artiste 3 | Use 75 planet sculpting or coloring tools to earn the Planet Artiste 3 badge. |
|  | Planet Artiste 4 | Use 150 planet sculpting or coloring tools to earn the Planet Artiste 4 badge. |
|  | Planet Artiste 5 | Use 250 planet sculpting or coloring tools to earn the Planet Artiste 5 badge. |
|  | Sightseer 1 | Make 2 cosmic discoveries to earn the Sightseer 1 badge. |
|  | Sightseer 2 | Make 10 cosmic discoveries to earn the Sightseer 2 badge. |
|  | Sightseer 3 | Make 20 cosmic discoveries to earn the Sightseer 3 badge. |
|  | Sightseer 4 | Make 40 cosmic discoveries to earn the Sightseer 4 badge. |
|  | Sightseer 5 | Make 70 cosmic discoveries to earn the Sightseer 5 badge. |
|  | Terra-Wrangler 1 | Improve the TerraScore on planets 2 times to earn the Terra-Wrangler 1 badge. |
|  | Terra-Wrangler 2 | Improve the TerraScore on planets 5 times to earn the Terra-Wrangler 2 badge. |
|  | Terra-Wrangler 3 | Improve the TerraScore on planets 10 times to earn the Terra-Wrangler 3 badge. |
|  | Terra-Wrangler 4 | Improve the TerraScore on planets 20 times to earn the Terra-Wrangler 4 badge. |
|  | Terra-Wrangler 5 | Improve the TerraScore on planets 40 times to earn the Terra-Wrangler 5 badge. |
|  | Trader 1 | Establish 2 trade routes to earn the Trader 1 badge. |
|  | Trader 2 | Establish 5 trade routes to earn the Trader 2 badge. |
|  | Trader 3 | Establish 10 trade routes to earn the Trader 3 badge. |
|  | Trader 4 | Establish 20 trade routes to earn the Trader 4 badge. |
|  | Trader 5 | Establish 40 trade routes to earn the Trader 5 badge. |
|  | Traveler 1 | Contact 3 empires to earn the Traveler 1 badge. |
|  | Traveler 2 | Contact 10 empires to earn the Traveler 2 badge. |



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| Icon | Badge | Requirement |
|---|---|---|
| | Traveler 3 | Contact 20 empires to earn the Traveler 3 badge. |
| | Traveler 4 | Contact 50 empires to earn the Traveler 4 badge. |
| | Traveler 5 | Contact 100 empires to earn the Traveler 5 badge. |
| | Warmonger 1 | Start 1 war to earn the Warmonger 1 badge. |
| | Warmonger 2 | Start 3 wars to earn the Warmonger 2 badge. |
| | Warmonger 3 | Start 6 wars to earn the Warmonger 3 badge. |
| | Warmonger 4 | Start 10 wars to earn the Warmonger 4 badge. |
| | Warmonger 5 | Start 15 wars to earn the Warmonger 5 badge. |
| | Wonderland Wanderer 1 | Discover 1 storybook planet to earn the Wonderland Wanderer 1 badge. |
| | Wonderland Wanderer 2 | Discover 2 storybook planets to earn the Wonderland Wanderer 2 badge. |
| | Wonderland Wanderer 3 | Discover 4 storybook planets to earn the Wonderland Wanderer 3 badge. |
| | Wonderland Wanderer 4 | Discover 7 storybook planets to earn the Wonderland Wanderer 4 badge. |
| | Wonderland Wanderer 5 | Discover 12 storybook planets to earn the Wonderland Wanderer 5 badge. |
| | Zoologist 1 | Fill out 3 ecosystems to earn the Zoologist 1 badge. |
| | Zoologist 2 | Fill out 10 ecosystems to earn the Zoologist 2 badge. |
| | Zoologist 3 | Fill out 20 ecosystems to earn the Zoologist 3 badge. |
| | Zoologist 4 | Fill out 40 ecosystems to earn the Zoologist 4 badge. |
| | Zoologist 5 | Fill out 70 ecosystems to earn the Zoologist 5 badge. |

# Tools

There are dozens of tools available in the Space Stage. Some of them, like the **planet sculpting and planet coloring tools,** can be found randomly on unexplored planetary surfaces. Others require you to earn specific badges before you can trade for them with your homeworld, colonies, or friendly empires.

### Socialization

| Icon | Name | Description | Badges Required |
|---|---|---|---|
| | Mini Happy Ray | Increases relationship with the alien race inhabiting the planet. | Economist 2 or Diplomat 2 |
| | Medium Happy Ray | Increases relationship with the alien race inhabiting the planet. | Economist 3 or Diplomat 3 |
| | Super Happy Ray | Increases relationship with the alien race inhabiting the planet. | Economist 4 or Diplomat 4 |
| | Fireworks | Use near colonies to make them happier. | Missionista 2 or Traveler 2 |
| | Mind Erase | Use on panicked citizens to subdue them and forestall attack. | Brain Surgeon 1 or Cleaner 1 |
| | Global Mind Erase | Subdues all the inhabitants of a planet, they will not attack. | Brain Surgeon 3 or Cleaner 3 |
| | Embassy | Places an embassy on another alien race's planet. Increases your relationship with this empire over time. | Diplomat 5 or Traveler 5 |
| | Crop Circles | Draw crop circles near cities and tribes to interact with them. | Zoologist 1 or Traveller 1 |
| | Monolith | Place on a tribal or civilized planet to uplift the species on this planet. | Zoologist 2 or Traveller 2 |
| | Species Eradicate | Eradicate an entire species of creature to make way for something new. | Missionista 4 or Cleaner 3 |
| | Supersizer | Enlarges a creature to epic proportions. Requires an open foodweb slot to use. | Zoologist 4 or Eco Hero 4 |
| | Creature Tweeker | Select this tool and click a creature on a planet to modify it. | Traveler 2 or Cleaner 3 |
| | Create Creature | Make a creature and get 5 specimens of it in your cargo hold. | Traveler 4 or Cleaner 5 |

| Icon | Name | Description | Badges Required |
|---|---|---|---|
| | Wildlife Sanctuary | Use on a planet to designate it as a wildlife sanctuary, allowing you to place a variety of abducted creatures to live in safety. | Zoologist 3 or Eco Hero 3 |
| | Cash Infusion | Instantly take over systems where you have trade routes established. | Trader Super-weapon |
| | Fanatical Frenzy | Use on a planet to convert its inhabitants religiously. | Zealot Super-weapon |
| | Soothing Song | Has a calming effect on the other empires. | Bard Super-weapon |

### Weapons

| Icon | Name | Description | Badges Required |
|---|---|---|---|
| | Mini Laser | Use on ground targets. A precise, but weak weapon. | None |
| | Laser | Use on ground targets. A medium strength, precision weapon. | Conqueror 2 or Eco Hero 1 |
| | Mega Laser | Use on ground targets. A strong, precision weapon. | Conqueror 3 or Eco Hero 2 |
| | Mini Auto Blaster | A defensive weapon that will automatically fire on enemy turrets and spaceships when attacked. Can be toggled on and off. | Conqueror 1 or Colonist 1 |
| | Auto Blaster | A defensive weapon that will automatically fire on enemy turrets and spaceships when attacked. Can be toggled on and off. | Conqueror 2 or Colonist 2 |
| | Mega Auto Blaster | A defensive weapon that will automatically fire on enemy turrets and spaceships when attacked. Can be toggled on and off. | Conqueror 3 or Colonist 3 |



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| Icon | Name | Description | Badges Required |
|---|---|---|---|
| | Mini Pulse | Fires a weak burst in a straight line. Good against ground targets. | Conqueror 1 or Colonist 1 |
| | Pulse | Fires a medium-powered burst in a straight line. Good against ground targets. | Conqueror 2 or Colonist 2 |
| | Mega Pulse | Fires a powerful burst in a straight line. Good against ground targets. | Conqueror 3 or Colonist 3 |
| | Minor Proton Missile | Fires a small homing Proton Missile at its target. Effective against enemy spaceships. | None |
| | Proton Missile | Fires a homing Proton Missile at its target. Great against other spaceships. | Conqueror 2 or Body Guard 1 |
| | Mega Proton Missile | Fires a powerful homing Proton Missile at its target. Effective against enemy spaceships. | Conqueror 3 or Body Guard 2 |
| | Mini Bomb | A weak bomb, capable of damaging vehicles and buildings. | Warmonger 1 or Colonist 2 |
| | Justa Bomb | A medium-powered bomb, capable of destroying vehicles and buildings. | Warmonger 2 or Colonist 3 |
| | Mega Bomb | A powerful bomb, capable of destroying many vehicles and buildings. | Warmonger 3 or Colonist 4 |
| | Anti-Matter Bomb | A very powerful weapon, capable of destroying entire cities. | Conqueror 3 or Colonist 3 |
| | Anti-Matter Missile | Fires a very powerful homing missile at its target, capable of destroying multiple aircrafts. | Conqueror 4 or Colonist 4 |
| | Planet Buster | Destroys an entire planet. Feared by all. BIG BADDA BOOM. | Conqueror 5 or Colonist 5 |
| | Cloaking Device | Cloak your spaceship, making you invisible to others. | Missionista 5 or Trader 5 |
| | AOE Repair | Repairs all friendly units near you. | Diplomat 2 or Body Guard 3 |
| | Rally Call | Rally's your ally spaceships, momentarily increases the damage they inflict | Warmonger 3 or Diplomat 3 |
| | Shield | Protects your ship from damage for a short period. | Warmonger 4 or Colonist 3 |
| | Repair Pack | Restores some of the health to your spaceship. | Missionista 2 or Trader 2 |
| | Repair Mega Pack | Instantly repairs your spaceship to pristine condition. | Missionista 4 or Trader 4 |
| | Energy Pack | Recharge a portion of your spaceship's energy. | Missionista 1 or Trader 1 |
| | Energy Mega Pack | Recharges your spaceship's energy to full. | Missionista 3 or Trader 3 |
| | Summon Mini-U | Summon a miniature clone of your spaceship to help you in your travels. | Knight Super-weapon |
| | Gravitation Wave | Destroys all structures on the planet. | Scientist Super-weapon |
| | Raider Rally | Entices pirates to attack the planet. | Warrior Super-weapon |
| | Static Cling | Stuns all other ships and turrets on the planet. | Diplomat Super-weapon |

## Main Tools

| Icon | Name | Description | Badges Required |
|---|---|---|---|
| | Scan | Click on plants or animals to get more information about them. | None |
| | Radar | Signals when you are near important planetside targets. Toggles on and off. | None |
| | Hologram Scout | Send a hologram to the planet for an up close examination. | Missionista 5 or Trader 5 |
| | Planet Scan | Use on a planet to scan all the plants and animals. | Zoologist 5 or Eco Hero 5 |
| | Return Ticket | Returns you to your home system in a single jump. | Shaman Super-weapon |
| | Safari Vacuum | Use on a planet to instantly abduct several of each species on the planet. | Ecologist Super-weapon |

## Colonization

| Icon | Name | Description | Badges Required |
|---|---|---|---|
| | Colony Incredi-Pak | Places a colony on a planet. | Interplanetary Drive |
| | Bio Protector | Place on a planet to slow down the rate of biological disasters. | Zoologist 2 or Eco Hero 3 |
| | Bio Stabilizer | Place on a planet to reduce the liklihood of biological disaster. | Zoologist 3 or Eco Hero 4 |
| | Loyalty Booster | Place on a planet to maintain maximum loyalty. | Warmonger 2 or Body Guard 3 |
| | Happiness Booster | Place on a planet to keep the planet's inhabitants happy. | Golden Touch 3 or Merchant 3 |
| | Spice Storage | Place on a planet to increase the amount of spice that can be stored. | Trader 2 or Colonist 3 |
| | Uber Turret | Place on a planet to provide the ultimate defense for its colonies. | Warmonger 3 or Colonist 4 |

## Planet Atmospheric Tools

| Icon | Name | Description | Badges Required |
|---|---|---|---|
| | Cloud Accumulator | Use on a planet to raise its atmosphere level. | Terra-Wrangler 2 or Empire 2 |
| | Cloud Vacuum | Use on a planet to lower its atmosphere level. | Terra-Wrangler 2 or Empire 2 |
| | Refrigeration Ray | Use on a planet to lower the temperature. | Terra-Wrangler 3 or Empire 3 |
| | Heat Ray | Use on a planet to raise the temperature. | Terra-Wrangler 3 or Empire 3 |
| | Staff of Life | Use on planet to totally terraform it instantly. | Center of Galaxy Reward |
| | Air Conditioning | Use on a planet to lower its temperature and raise its atmosphere level. | Terra-Wrangler 5 or Empire 5 |
| | Hot Cloud Seeder | Use on a planet to raise both temperature and atmosphere level. | Terra-Wrangler 5 or Empire 5 |
| | Hot Cloud Vacuum | Use on a planet to raise temperature and lower atmosphere level. | Terra-Wrangler 4 or Empire 4 |
| | Cold Cloud Vacuum | Use on a planet to lower both its temperature and atmosphere level. | Terra-Wrangler 4 or Empire 4 |
| | Atmosphere Generator | Place on a planet to raise its atmosphere level. | Missionista 1 or Empire 1 |
| | Drought Generator | Place on the planet to lower the atmosphere level. | Missionista 1 or Empire 1 |



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| Icon | Name | Description | Badges Required |
|---|---|---|---|
| | Ice Storm | Place on the planet to lower the temperature. | Missionista 2 or Empire 2 |
| | Meteor Shower | Use to hurl meteors at a planet to raise the temperature. | Missionista 2 or Empire 2 |
| | Ice Comet | Use on a planet to hurl an ice comet at it. Lowers temperature and raises atmosphere level. | Missionista 4 or Empire 4 |
| | Volcano | Place on the planet to raise both the temperature and atmosphere level. | Missionista 4 or Empire 4 |
| | Asteroid Call Button | Use on a planet to summon an asteroid, raising the temperature and lowering atmosphere. | Missionista 3 or Empire 3 |
| | Atmosphere Freezer | Place on the planet to lower both temperature and atmosphere level. | Missionista 3 or Empire 3 |

## Planet Sculpting Tools

| Icon | Name | Description | Badges Required |
|---|---|---|---|
| | Raise Terrain (Small) | Use on a planet to raise the planet's surface. | Terra-Wrangler 1 or Explorer 1 |
| | Lower Terrain (Small) | Use on a planet to lower the planet's surface. | Terra-Wrangler 1 or Explorer 1 |
| | Level Terrain (Small) | Use on planet terrain to level the planet's surface. | Terra-Wrangler 1 or Explorer 1 |
| | Raise Terrain (Medium) | Use on a planet to raise the planet's surface. | Terra-Wrangler 2 or Explorer 2 |
| | Lower Terrain (Medium) | Use on a planet to lower the planet's surface. | Terra-Wrangler 2 or Explorer 2 |
| | Level Terrain (Medium) | Use on planet terrain to level the planet's surface. | Terra-Wrangler 2 or Explorer 2 |
| | Raise Terrain (Large) | Use on a planet to raise the planet's surface. | Terra-Wrangler 3 or Explorer 3 |
| | Lower Terrain (Large) | Use on planet terrain to lower the planet's surface. | Terra-Wrangler 3 or Explorer 3 |
| | Level Terrain (Large) | Use on planet terrain to level the planet's surface. | Terra-Wrangler 3 or Explorer 3 |
| | Terra Hills | Use on a planet to terrasculpt terra hills. | Planet Artiste 1 or Explorer 3 |
| | Terra Plateaus | Use on a planet to terrasculpt terra plateaus. | Planet Artiste 3 or Explorer 4 |
| | Terra Craters | Use on a planet to terrasculpt terra craters. | Planet Artiste 1 or Explorer 3 |
| | Terra Mesas | Use on a planet to terrasculpt terra mesas. | Planet Artiste 3 or Explorer 4 |
| | Terra Seas | Use on a planet to terrasculpt terra seas. | Planet Artiste 5 or Explorer 5 |
| | Terra River | Click and drag on planet to set the start point and direction of a terra river. | Planet Artiste 2 or Explorer 3 |
| | Terra Mountain | Click and drag on planet to set the start point and direction of a terra mountain. | Planet Artiste 3 or Explorer 5 |
| | Terra Canyon | Click and drag on planet to set the start point and direction of a terra canyon. | Planet Artiste 2 or Explorer 4 |
| | Terra Lava Flows | Use on a planet to terrasculpt terra lava flows. | Planet Artiste 4 or Explorer 5 |
| | Chocolate Strand | Click and drag on planet to set the start point and direction of a chocolate strand. | Pick up on planet |
| | Chocolate Truffle | Use on a planet to terrasculpt a chocolate truffle. | Pick up on planet |
| | Chocolate Swirl Pond | Use on a planet to terrasculpt a chocolate swirl pond. | Pick up on planet |
| | Chocolate Swirl River | Click and drag on planet to set the start point and direction of a chocolate swirl river | Pick up on planet |
| | Chocolate Swirl Seas | Use on a planet to terrasculpt chocolate swirl seas. | Pick up on planet |
| | Chocolate Swirl Spirals | Click and drag on planet to set the start point and direction of chocolate swirl spirals. | Pick up on planet |
| | Chocolate Squares | Use on a planet to terrasculpt chocolate squares. | Pick up on planet |
| | Chocolate Truffle | Use on a planet to terrasculpt a chocolate truffle formation | Pick up on planet |
| | Swirly Valley | Click and drag on planet to set the start point and direction of a chocolate box. | Pick up on planet |
| | Crystal Canyon | Click and drag on planet to set the start point and direction of a crystal canyon. | Pick up on planet |
| | Crystal Chasm | Click and drag on planet to set the start point and direction of a crystal chasm. | Pick up on planet |
| | Crystal Hills | Use on a planet to terrasculpt crystal hills. | Pick up on planet |
| | Crystal Holes | Use on a planet to terrasculpt crystal holes. | Pick up on planet |
| | Crystal Mesas | Use on a planet to terrasculpt crystal mesas. | Pick up on planet |
| | Crystal Mountains | Click and drag on planet to set the start point and direction of a crystal mountain. | Pick up on planet |
| | Crystal Plateau | Use on a planet to terrasculpt crystal plateau | Pick up on planet |
| | Crystal River | Click and drag on planet to set the start point and direction of a crystal river. | Pick up on planet |
| | Crystal Seas | Use on a planet to terrasculpt crystal seas. | Pick up on planet |
| | Cute Canyon | Click and drag on planet to set the start point and direction of a cute canyon. | Pick up on planet |
| | Cute Hills | Use on a planet to terrasculpt cute hills. | Pick up on planet |
| | Cute Stamps | Use on a planet to terrasculpt cute stamps. | Pick up on planet |
| | Cute Mesas | Use on a planet to terrasculpt cute mesas | Pick up on planet |
| | Cute Mountains | Click and drag on planet to set the start point and direction of a cute mountain. | Pick up on planet |
| | Cute Plateaus | Use on a planet to terrasculpt cute plateaus. | Pick up on planet |
| | Cute Rivers | Click and drag on planet to set the start point and direction of a cute river. | Pick up on planet |
| | Cute Seas | Use on a planet to terrasculpt cute seas. | Pick up on planet |
| | Cute Walls | Click and drag on planet to set the start point and direction of a cute wall. | Pick up on planet |
| | Create Gear | Use on a planet to terrasculpt a gear. | Pick up on planet |
| | Gear Canyons | Click and drag on planet to set the start point and direction of a gear canyon. | Pick up on planet |
| | Gear Craters | Use on a planet to terrasculpt gear craters. | Pick up on planet |



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| Icon | Name | Description | Badges Required |
|---|---|---|---|
| | Gear Fissure | Click and drag on planet to set the start point and direction of a gear fissure. | Pick up on planet |
| | Gear Hills | Use on a planet to terrasculpt gear hills. | Pick up on planet |
| | Gear Mesas | Use on a planet to terrasculpt gear mesas. | Pick up on planet |
| | Gear Mountains | Click and drag on planet to set the start point and direction of gear mountains. | Pick up on planet |
| | Gear Plateaus | Use on a planet to terrasculpt gear plateaus. | Pick up on planet |
| | Gear Rivers | Click and drag on planet to set the start point and direction of a gear river. | Pick up on planet |
| | Gear Seas | Use on a planet to terrasculpt gear seas. | Pick up on planet |
| | Gear Walls | Click and drag on planet to set the start point and direction of a gear wall. | Pick up on planet |
| | Tentacle Arm | Click and drag on planet to set the start point and direction of a Tentacle Arm. | Pick up on planet |
| | Tentacle Canyon | Click and drag on planet to set the start point and direction of a Tentacle Canyon. | Pick up on planet |
| | Tentacle Hills | Use on a planet to terrasculpt tentacle hills. | Pick up on planet |
| | Tentacle Mountains | Click and drag on planet to set the start point and direction of tentacle mountains. | Pick up on planet |
| | Tentacle Mouth Hole | Use on a planet to terrasculpt a tentacle mouth hole. | Pick up on planet |
| | Create Tentacle Plateau | Use on a planet to terrasculpt a tentacle plateau | Pick up on planet |
| | Tentacle River | Click and drag on planet to set the start point and direction of a tentacle river. | Pick up on planet |
| | Tentacle Seas | Use on a planet to terrasculpt tentacle seas. | Pick up on planet |
| | Tentacle Suckers | Use on a planet to terrasculpt tentacle suckers. | Pick up on planet |

## Planet Coloring Tools

| Icon | Name | Description | Badges Required |
|---|---|---|---|
| | Sky Blueinator | Changes the atmosphere color of the planet to blue. | Pick up on planet |
| | Sky Cyaninator | Changes the atmosphere color of the planet to cyan. | Pick up on planet |
| | Sky Greeninator | Changes the atmosphere color of the planet to green. | Pick up on planet |
| | Sky Orangizer | Changes the atmosphere color of the planet to orange. | Pick up on planet |
| | Sky Pinkinator | Changes the atmosphere color of the planet to pink. | Pick up on planet |
| | Grape Flavored Sky | Changes the atmosphere color of the planet to purple. | Pick up on planet |
| | Skies of Red | Changes the atmosphere color of the planet to red. | Pick up on planet |
| | Sky Lemonizer | Changes the atmosphere color of the planet to yellow. | Pick up on planet |
| | Planet Color Reset | Restores the planet to it's original colors. | Pick up on planet |
| | Blue Terra-Coloring | Changes the terrain color of the planet to blue. | Pick up on planet |
| | Cyan Terra-Coloring | Changes the terrain color of the planet to cyan. | Pick up on planet |
| | Green Terra-Coloring | Changes the terrain color of the planet to green. | Pick up on planet |
| | Orange Terra-Coloring | Changes the terrain color of the planet to orange. | Pick up on planet |
| | Pink Terra-Coloring | Changes the terrain color of the planet to pink. | Pick up on planet |
| | Purple Terra-Coloring | Changes the terrain color of the planet to purple. | Pick up on planet |
| | Red Terra-Coloring | Changes the terrain color of the planet to red. | Pick up on planet |
| | Yellow Terra-Coloring | Changes the terrain color of the planet to yellow. | Pick up on planet |
| | Deep Blue Sea | Changes the water color of the planet to blue. | Pick up on planet |
| | Cyan Sea | Changes the water color of the planet to cyan. | Pick up on planet |
| | Sea of Green | Changes the water color of the planet to green. | Pick up on planet |
| | Orange Flavor Crystals | Changes the water color of the planet to orange. | Pick up on planet |
| | Sweetheart Sea | Changes the water color of the planet to pink. | Pick up on planet |
| | Grape Juice Ocean | Changes the water color of the planet to purple. | Pick up on planet |
| | Crimson Sea | Changes the water color of the planet to red. | Pick up on planet |
| | Leomonade Sea | Changes the water color of the planet to yellow. | Pick up on planet |

## Spaceship Abilities

| Icon | Name | Description | Badges Required |
|---|---|---|---|
| | SETI | Automatically detects intelligent life in other star systems. Look for the radio lines in the galactic view. | None |
| | Abduction Beam | Use to Abduct plants, animals or rares and add them to your cargo bay. | None |
| | Drop Cargo | Eject items from your cargo bay onto a planet. Hold to drop creatures gently. | None |
| | Basic Cargo Hold | Increase your spaceship's cargo capacity, so you can fit more loot in your boot. | Collector 1 or Merchant 2 |
| | Medium Cargo Hold | Increase your spaceship's cargo capacity so you can put more junk in your trunk. | Collector 2 or Merchant 3 |
| | Large Cargo Hold | Increase your spaceship's cargo capacity to maximum so you can haul the most of all. | Collector 3 or Merchant 4 |
| | Interplanetary Drive | Your basic interplanetary drive, allows you to leave your planet's orbit. | None |
| | Interstellar Drive 1 | Your basic interstellar drive, allows you to leave your solar system. | None |
| | Interstellar Drive 2 | Increases your spaceship's travel range. | Frequent Flyer 2 or Gopher 1 |
| | Interstellar Drive 3 | Increases your spaceship's travel range. | Frequent Flyer 3 or Gopher 2 |
| | Interstellar Drive 4 | Increases your spaceship's travel range. | Frequent Flyer 4 or Gopher 3 |
| | Interstellar Drive 5 | Increases your spaceship's travel range to maximum. | Frequent Flyer 5 or Gopher 4 |



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| Icon | Name | Description | Badges Required |
|---|---|---|---|
| | Wormhole Key | Allows you to fly through a black hole. | Frequent Flyer 3 or Gopher 3 |
| | Basic Energy Storage | Increase your spaceship's energy capacity. | Missionista 1 or Colonist 1 |
| | Small Energy Storage | Increase your spaceship's energy capacity. | Missionista 2 or Colonist 2 |
| | Medium Energy Storage | Increase your spaceship's energy capacity. | Missionista 3 or Colonist 3 |
| | Large Energy Storage | Increase your spaceship's energy capacity. | Missionista 4 or Colonist 4 |
| | Extreme Energy Storage | Increase your spaceship's energy to maximum capacity. | Missionista 5 or Colonist 5 |

| Icon | Name | Description | Badges Required |
|---|---|---|---|
| | Basic Health | Increase your spaceship's health capacity. | None |
| | Small Health | Increase your spaceship's health capacity. | Conqueror 1 or Colonist 1 |
| | Medium Health | Increase your spaceship's health capacity. | Conqueror 2 or Colonist 2 |
| | Large Health | Increase your spaceship's health capacity. | Conqueror 3 or Colonist 3 |
| | Extreme Health | Increase your spaceship's health to maximum capacity. | Conqueror 4 or Colonist 4 |

# Rare Items

Thoroughly explore each planet in every star system to find and collect rare items. Each rare item is extremely valuable in its own right, but if you collect every rare item in a set, the set of items can be traded for 10 times the sum of their individual values!

| Icon | Artifact Name | Trading Value |
|---|---|---|
| | Block of Chance Vol. 1 | 45,000 |
| | Block of Chance Vol. 2 | 45,000 |
| | Block of Chance Vol. 3 | 45,000 |
| | Block of Chance Vol. 4 | 45,000 |
| | Block of Chance Vol. 5 | 45,000 |
| | Block of Chance Vol. 6 | 45,000 |
| | Block of Chance Vol. 7 | 45,000 |
| | Block of Chance Vol. 8 | 45,000 |
| | Block of Chance Vol. 9 | 45,000 |
| | Block of Chance Vol. 10 | 45,000 |
| | **Blocks of Chance** | **4,500,000** |
| | Scroll of Order I | 45,000 |
| | Scroll of Order II | 45,000 |
| | Scroll of Order III | 45,000 |
| | Scroll of Order IV | 45,000 |
| | Scroll of Order V | 45,000 |
| | Scroll of Order VI | 45,000 |
| | Scroll of Order VII | 45,000 |
| | Scroll of Order VIII | 45,000 |
| | Scroll of Order IX | 45,000 |
| | Scroll of Order X | 45,000 |
| | **Scrolls of Order** | **4,500,000** |

| Icon | Artifact Name | Trading Value |
|---|---|---|
| | Stone of Life 1 | 45,000 |
| | Stone of Life 2 | 45,000 |
| | Stone of Life 3 | 45,000 |
| | Stone of Life 4 | 45,000 |
| | Stone of Life 5 | 45,000 |
| | Stone of Life 6 | 45,000 |
| | Stone of Life 7 | 45,000 |
| | Stone of Life 8 | 45,000 |
| | Stone of Life 9 | 45,000 |
| | Stone of Life 10 | 45,000 |
| | **Stones of Life** | **4,500,000** |
| | Ancient Flyswatter | 45,000 |
| | Fossilized Remains of a Big Scary Thing | 45,000 |
| | The Fossil That Everybody Finds | 45,000 |
| | Fossilized Domesticated Animal Treat | 45,000 |
| | Fossilized Tribal Sheriff's Badge | 45,000 |
| | Ancient Epic Boot Scraper | 45,000 |
| | Petrified Sun Dried Nautilus | 45,000 |
| | Big Dead Fish on a Little Non Living Rock | 45,000 |
| | Fossilized Candy Corn | 45,000 |
| | Mr. Fluffers | 45,000 |
| | **Rare Fossils** | **4,500,000** |

| Icon | Artifact Name | Trading Value |
|---|---|---|
| | A Yellow Geode | 45,000 |
| | A Shiny Geode | 67,000 |
| | A Green Geode | 22,500 |
| | A Pink Geode | 67,000 |
| | A Blue Geode | 22,500 |
| | A Fuchsia Geode | 45,000 |
| | An Orange Geode | 67,000 |
| | A Golden Geode | 45,000 |
| | An Aqua Geode | 90,000 |
| | A Reddish Geode | 67,000 |
| | **Rare Geodes** | **6,075,000** |
| | Purple-ish Gems of Rabban Ankott | 67,000 |
| | Turquoise | 22,500 |
| | Tangeriamonds | 67,000 |
| | Amethysts | 45,000 |
| | Emeralds | 22,500 |
| | Jade | 67,000 |
| | Lapis Lazuli | 22,500 |
| | Opals | 45,000 |
| | Rubies | 67,000 |
| | Sapphires | 22,500 |
| | **Rare Jewels** | **4,500,000** |



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| Icon | Artifact Name | Trading Value |
|---|---|---|
|  | Ancient Urn of the Spurg | 225,000 |
|  | The Lost Chest of Moozilla | 67,000 |
|  | Super Old Clay Pot | 45,000 |
|  | Will's Old Sword | 22,500 |
|  | Scrolls of the Ancients | 67,000 |
|  | The History of Spore | 22,500 |
|  | Tablet of the Tribes | 22,500 |
|  | Screeble's Column | 67,000 |
|  | Sporehenge | 45,000 |
|  | The Mask of Todd | 45,000 |
| | **Rare Relics** | **6,700,000** |
|  | Book of Science Pt. 1 | 45,000 |
|  | Book of Science Pt. 2 | 45,000 |
|  | Book of Science Pt. 3 | 45,000 |
|  | Book of Science Pt. 4 | 45,000 |
|  | Book of Science Pt. 5 | 45,000 |
|  | Book of Science Pt. 6 | 45,000 |
|  | Book of Science Pt. 7 | 45,000 |
|  | Book of Science Pt. 8 | 45,000 |
|  | Book of Science Pt. 9 | 45,000 |
|  | Book of Science Pt. 10 | 45,000 |
| | **Books of Science** | **4,500,000** |
|  | Scroll of Harmony Vol. 1 | 45,000 |
|  | Scroll of Harmony Vol. 2 | 45,000 |
|  | Scroll of Harmony Vol. 3 | 45,000 |
|  | Scroll of Harmony Vol. 4 | 45,000 |
|  | Scroll of Harmony Vol. 5 | 45,000 |
|  | Scroll of Harmony Vol. 6 | 45,000 |
|  | Scroll of Harmony Vol. 7 | 45,000 |
|  | Scroll of Harmony Vol. 8 | 45,000 |
|  | Scroll of Harmony Vol. 9 | 45,000 |
|  | Scroll of Harmony Vol. 10 | 45,000 |
| | **Scrolls of Harmony** | **4,500,000** |

| Icon | Artifact Name | Trading Value |
|---|---|---|
|  | The Hand of Quimby | 67,000 |
|  | The Statue of The Three Crickets | 22,500 |
|  | The Bust of Yaman | 67,000 |
|  | The Bust of Bradford | 45,000 |
|  | The Wayward Leg of Lamstein | 22,500 |
|  | The Stone of Pierre | 67,000 |
|  | The Statue of One-Eyed Kippy | 45,000 |
|  | The Torch of Chalmers | 67,000 |
|  | The Upper Torso of Little Lee | 22,500 |
|  | The Foot of Povey | 225,000 |
| | **Rare Statues** | **4,500,000** |
|  | Tablet of Prosperity No. 1 | 45,000 |
|  | Tablet of Prosperity No. 2 | 45,000 |
|  | Tablet of Prosperity No. 3 | 45,000 |
|  | Tablet of Prosperity No. 4 | 45,000 |
|  | Tablet of Prosperity No. 5 | 45,000 |
|  | Tablet of Prosperity No. 6 | 45,000 |
|  | Tablet of Prosperity No. 7 | 45,000 |
|  | Tablet of Prosperity No. 8 | 45,000 |
|  | Tablet of Prosperity No. 9 | 45,000 |
|  | Tablet of Prosperity No. 10 | 45,000 |
| | **Tablets of Prosperity** | **4,500,000** |
|  | Stone of Force Vol. 1 | 45,000 |
|  | Stone of Force Vol. 2 | 45,000 |
|  | Stone of Force Vol. 3 | 45,000 |
|  | Stone of Force Vol. 4 | 45,000 |
|  | Stone of Force Vol. 5 | 45,000 |
|  | Stone of Force Vol. 6 | 45,000 |
|  | Stone of Force Vol. 7 | 45,000 |
|  | Stone of Force Vol. 8 | 45,000 |
|  | Stone of Force Vol. 9 | 45,000 |
|  | Stone of Force Vol. 10 | 45,000 |
| | **Stones of Force** | **4,500,000** |

| Icon | Artifact Name | Trading Value |
|---|---|---|
|  | Scrolls of Faith Book 1 | 45,000 |
|  | Scrolls of Faith Book 2 | 45,000 |
|  | Scrolls of Faith Book 3 | 45,000 |
|  | Scrolls of Faith Book 4 | 45,000 |
|  | Scrolls of Faith Book 5 | 45,000 |
|  | Scrolls of Faith Book 6 | 45,000 |
|  | Scrolls of Faith Book 7 | 45,000 |
|  | Scrolls of Faith Book 8 | 45,000 |
|  | Scrolls of Faith Book 9 | 45,000 |
|  | Scrolls of Faith Book 10 | 45,000 |
| | **Scrolls of Faith** | **4,500,000** |
|  | Galactic Core | N/A |
|  | Talked to Steve | N/A |
|  | Black Hole | N/A |
|  | Proto-Planetary Disk | N/A |
|  | BinaryOO | N/A |
|  | BinaryOG | N/A |
|  | BinaryOM | N/A |
|  | BinaryGG | N/A |
|  | BinaryGM | N/A |
|  | BinaryMM | N/A |
| | **Galactic Objects** | |
|  | Crab Legs | N/A |
|  | Rock Stack | N/A |
|  | Craters | N/A |
|  | Dill Pickles | N/A |
|  | Gears n Cogs | N/A |
|  | Marshmallows | N/A |
|  | Pastry | N/A |
|  | Pineapple | N/A |
|  | Tentacles | N/A |
|  | Rattlesnake | N/A |
| | **Storybook Planets** | |



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# Personality

The choices that you make in the Cell, Creature, Tribal, and Civilization Stages determine your personality type at the start of the Space Stage.

| Cell | Creature | Tribe | Civilization | Personality |
|---|---|---|---|---|
| Carnivore | Aggressive | Aggressive | Economic | Warrior |
| Carnivore | Aggressive | Aggressive | Military | Warrior |
| Carnivore | Aggressive | Aggressive | Religious | Warrior |
| Carnivore | Aggressive | Aggressive | unplayed | Warrior |
| Carnivore | Aggressive | Friendly | Economic | Knight |
| Carnivore | Aggressive | Friendly | Military | Warrior |
| Carnivore | Aggressive | Friendly | Religious | Zealot |
| Carnivore | Aggressive | Friendly | unplayed | Zealot |
| Carnivore | Aggressive | Industrious | Economic | Scientist |
| Carnivore | Aggressive | Industrious | Military | Warrior |
| Carnivore | Aggressive | Industrious | Religious | Knight |
| Carnivore | Aggressive | Industrious | unplayed | Scientist |
| Carnivore | Aggressive | unplayed | Economic | Scientist |
| Carnivore | Aggressive | unplayed | Military | Warrior |
| Carnivore | Aggressive | unplayed | Religious | Zealot |
| Carnivore | Aggressive | unplayed | unplayed | Warrior |
| Carnivore | Friendly | Aggressive | Economic | Knight |
| Carnivore | Friendly | Aggressive | Military | Warrior |
| Carnivore | Friendly | Aggressive | Religious | Zealot |
| Carnivore | Friendly | Aggressive | unplayed | Zealot |
| Carnivore | Friendly | Friendly | Economic | Ecologist |
| Carnivore | Friendly | Friendly | Military | Zealot |
| Carnivore | Friendly | Friendly | Religious | Shaman |
| Carnivore | Friendly | Friendly | unplayed | Zealot |
| Carnivore | Friendly | Industrious | Economic | Bard |
| Carnivore | Friendly | Industrious | Military | Knight |
| Carnivore | Friendly | Industrious | Religious | Ecologist |
| Carnivore | Friendly | Industrious | unplayed | Trader |
| Carnivore | Friendly | unplayed | Economic | Trader |
| Carnivore | Friendly | unplayed | Military | Zealot |
| Carnivore | Friendly | unplayed | Religious | Zealot |
| Carnivore | Friendly | unplayed | unplayed | Zealot |
| Carnivore | Neutral | Aggressive | Economic | Scientist |
| Carnivore | Neutral | Aggressive | Military | Warrior |
| Carnivore | Neutral | Aggressive | Religious | Knight |
| Carnivore | Neutral | Aggressive | unplayed | Scientist |
| Carnivore | Neutral | Friendly | Economic | Bard |
| Carnivore | Neutral | Friendly | Military | Knight |
| Carnivore | Neutral | Friendly | Religious | Ecologist |
| Carnivore | Neutral | Friendly | unplayed | Shaman |
| Carnivore | Neutral | Industrious | Economic | Trader |
| Carnivore | Neutral | Industrious | Military | Scientist |
| Carnivore | Neutral | Industrious | Religious | Bard |
| Carnivore | Neutral | Industrious | unplayed | Scientist |
| Carnivore | Neutral | unplayed | Economic | Scientist |
| Carnivore | Neutral | unplayed | Military | Scientist |
| Carnivore | Neutral | unplayed | Religious | Shaman |
| Carnivore | Neutral | unplayed | unplayed | Scientist |
| Carnivore | unplayed | Aggressive | Economic | Scientist |
| Carnivore | unplayed | Aggressive | Military | Warrior |
| Carnivore | unplayed | Aggressive | Religious | Zealot |
| Carnivore | unplayed | Aggressive | unplayed | Warrior |
| Carnivore | unplayed | Friendly | Economic | Trader |
| Carnivore | unplayed | Friendly | Military | Zealot |
| Carnivore | unplayed | Friendly | Religious | Zealot |
| Carnivore | unplayed | Friendly | unplayed | Zealot |
| Carnivore | unplayed | Industrious | Economic | Scientist |
| Carnivore | unplayed | Industrious | Military | Scientist |
| Carnivore | unplayed | Industrious | Religious | Shaman |
| Carnivore | unplayed | Industrious | unplayed | Scientist |
| Carnivore | unplayed | unplayed | Economic | Scientist |
| Carnivore | unplayed | unplayed | Military | Warrior |
| Carnivore | unplayed | unplayed | Religious | Zealot |
| Carnivore | unplayed | unplayed | unplayed | Warrior |
| Herbivore | Aggressive | Aggressive | Economic | Knight |
| Herbivore | Aggressive | Aggressive | Military | Warrior |
| Herbivore | Aggressive | Aggressive | Religious | Zealot |
| Herbivore | Aggressive | Aggressive | unplayed | Zealot |
| Herbivore | Aggressive | Friendly | Economic | Ecologist |
| Herbivore | Aggressive | Friendly | Military | Zealot |
| Herbivore | Aggressive | Friendly | Religious | Shaman |
| Herbivore | Aggressive | Friendly | unplayed | Zealot |
| Herbivore | Aggressive | Industrious | Economic | Bard |
| Herbivore | Aggressive | Industrious | Military | Knight |
| Herbivore | Aggressive | Industrious | Religious | Ecologist |
| Herbivore | Aggressive | Industrious | unplayed | Trader |
| Herbivore | Aggressive | unplayed | Economic | Trader |
| Herbivore | Aggressive | unplayed | Military | Zealot |
| Herbivore | Aggressive | unplayed | Religious | Zealot |
| Herbivore | Aggressive | unplayed | unplayed | Zealot |
| Herbivore | Friendly | Aggressive | Economic | Ecologist |
| Herbivore | Friendly | Aggressive | Military | Zealot |
| Herbivore | Friendly | Aggressive | Religious | Shaman |
| Herbivore | Friendly | Aggressive | unplayed | Zealot |
| Herbivore | Friendly | Friendly | Economic | Shaman |
| Herbivore | Friendly | Friendly | Military | Shaman |
| Herbivore | Friendly | Friendly | Religious | Shaman |
| Herbivore | Friendly | Friendly | unplayed | Shaman |
| Herbivore | Friendly | Industrious | Economic | Diplomat |
| Herbivore | Friendly | Industrious | Military | Ecologist |
| Herbivore | Friendly | Industrious | Religious | Shaman |
| Herbivore | Friendly | Industrious | unplayed | Diplomat |
| Herbivore | Friendly | unplayed | Economic | Diplomat |
| Herbivore | Friendly | unplayed | Military | Zealot |
| Herbivore | Friendly | unplayed | Religious | Shaman |
| Herbivore | Friendly | unplayed | unplayed | Shaman |
| Herbivore | Neutral | Aggressive | Economic | Bard |
| Herbivore | Neutral | Aggressive | Military | Knight |
| Herbivore | Neutral | Aggressive | Religious | Ecologist |
| Herbivore | Neutral | Aggressive | unplayed | Warrior |
| Herbivore | Neutral | Friendly | Economic | Diplomat |
| Herbivore | Neutral | Friendly | Military | Ecologist |
| Herbivore | Neutral | Friendly | Religious | Shaman |
| Herbivore | Neutral | Friendly | unplayed | Diplomat |
| Herbivore | Neutral | Industrious | Economic | Trader |
| Herbivore | Neutral | Industrious | Military | Bard |
| Herbivore | Neutral | Industrious | Religious | Diplomat |
| Herbivore | Neutral | Industrious | unplayed | Diplomat |
| Herbivore | Neutral | unplayed | Economic | Diplomat |
| Herbivore | Neutral | unplayed | Military | Warrior |
| Herbivore | Neutral | unplayed | Religious | Diplomat |
| Herbivore | Neutral | unplayed | unplayed | Diplomat |
| Herbivore | unplayed | Aggressive | Economic | Trader |
| Herbivore | unplayed | Aggressive | Military | Zealot |
| Herbivore | unplayed | Aggressive | Religious | Zealot |
| Herbivore | unplayed | Aggressive | unplayed | Zealot |
| Herbivore | unplayed | Friendly | Economic | Diplomat |
| Herbivore | unplayed | Friendly | Military | Zealot |
| Herbivore | unplayed | Friendly | Religious | Shaman |
| Herbivore | unplayed | Friendly | unplayed | Shaman |
| Herbivore | unplayed | Industrious | Economic | Diplomat |
| Herbivore | unplayed | Industrious | Military | Warrior |
| Herbivore | unplayed | Industrious | Religious | Diplomat |
| Herbivore | unplayed | Industrious | unplayed | Diplomat |

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| Cell | Creature | Tribe | Civilization | Personality |
|---|---|---|---|---|
| Herbivore | unplayed | unplayed | Economic | Diplomat |
| Herbivore | unplayed | unplayed | Military | Zealot |
| Herbivore | unplayed | unplayed | Religious | Shaman |
| Herbivore | unplayed | unplayed | unplayed | Shaman |
| Omnivore | Aggressive | Aggressive | Economic | Scientist |
| Omnivore | Aggressive | Aggressive | Military | Warrior |
| Omnivore | Aggressive | Aggressive | Religious | Knight |
| Omnivore | Aggressive | Aggressive | unplayed | Scientist |
| Omnivore | Aggressive | Friendly | Economic | Bard |
| Omnivore | Aggressive | Friendly | Military | Knight |
| Omnivore | Aggressive | Friendly | Religious | Ecologist |
| Omnivore | Aggressive | Friendly | unplayed | Shaman |
| Omnivore | Aggressive | Industrious | Economic | Trader |
| Omnivore | Aggressive | Industrious | Military | Scientist |
| Omnivore | Aggressive | Industrious | Religious | Bard |
| Omnivore | Aggressive | Industrious | unplayed | Scientist |
| Omnivore | Aggressive | unplayed | Economic | Scientist |
| Omnivore | Aggressive | unplayed | Military | Scientist |
| Omnivore | Aggressive | unplayed | Religious | Shaman |
| Omnivore | Aggressive | unplayed | unplayed | Scientist |
| Omnivore | Friendly | Aggressive | Economic | Bard |
| Omnivore | Friendly | Aggressive | Military | Knight |
| Omnivore | Friendly | Aggressive | Religious | Ecologist |
| Omnivore | Friendly | Aggressive | unplayed | Warrior |
| Omnivore | Friendly | Friendly | Economic | Diplomat |
| Omnivore | Friendly | Friendly | Military | Ecologist |
| Omnivore | Friendly | Friendly | Religious | Shaman |
| Omnivore | Friendly | Friendly | unplayed | Diplomat |
| Omnivore | Friendly | Industrious | Economic | Trader |
| Omnivore | Friendly | Industrious | Military | Bard |
| Omnivore | Friendly | Industrious | Religious | Diplomat |
| Omnivore | Friendly | Industrious | unplayed | Diplomat |
| Omnivore | Friendly | unplayed | Economic | Diplomat |
| Omnivore | Friendly | unplayed | Military | Warrior |
| Omnivore | Friendly | unplayed | Religious | Diplomat |
| Omnivore | Friendly | unplayed | unplayed | Diplomat |
| Omnivore | Neutral | Aggressive | Economic | Trader |
| Omnivore | Neutral | Aggressive | Military | Scientist |
| Omnivore | Neutral | Aggressive | Religious | Bard |
| Omnivore | Neutral | Aggressive | unplayed | Scientist |
| Omnivore | Neutral | Friendly | Economic | Trader |
| Omnivore | Neutral | Friendly | Military | Bard |
| Omnivore | Neutral | Friendly | Religious | Diplomat |
| Omnivore | Neutral | Friendly | unplayed | Diplomat |
| Omnivore | Neutral | Industrious | Economic | Trader |
| Omnivore | Neutral | Industrious | Military | Trader |
| Omnivore | Neutral | Industrious | Religious | Trader |
| Omnivore | Neutral | Industrious | unplayed | Trader |
| Omnivore | Neutral | unplayed | Economic | Trader |
| Omnivore | Neutral | unplayed | Military | Scientist |
| Omnivore | Neutral | unplayed | Religious | Diplomat |
| Omnivore | Neutral | unplayed | unplayed | Trader |
| Omnivore | unplayed | Aggressive | Economic | Scientist |
| Omnivore | unplayed | Aggressive | Military | Scientist |
| Omnivore | unplayed | Aggressive | Religious | Shaman |
| Omnivore | unplayed | Aggressive | unplayed | Scientist |
| Omnivore | unplayed | Friendly | Economic | Diplomat |
| Omnivore | unplayed | Friendly | Military | Warrior |
| Omnivore | unplayed | Friendly | Religious | Diplomat |
| Omnivore | unplayed | Friendly | unplayed | Diplomat |
| Omnivore | unplayed | Industrious | Economic | Trader |
| Omnivore | unplayed | Industrious | Military | Scientist |
| Omnivore | unplayed | Industrious | Religious | Diplomat |
| Omnivore | unplayed | Industrious | unplayed | Trader |
| Omnivore | unplayed | unplayed | Economic | Trader |
| Omnivore | unplayed | unplayed | Military | Scientist |

| Cell | Creature | Tribe | Civilization | Personality |
|---|---|---|---|---|
| Omnivore | unplayed | unplayed | Religious | Diplomat |
| Omnivore | unplayed | unplayed | unplayed | Trader |
| unplayed | Aggressive | Aggressive | Economic | Scientist |
| unplayed | Aggressive | Aggressive | Military | Warrior |
| unplayed | Aggressive | Aggressive | Religious | Zealot |
| unplayed | Aggressive | Aggressive | unplayed | Warrior |
| unplayed | Aggressive | Friendly | Economic | Trader |
| unplayed | Aggressive | Friendly | Military | Zealot |
| unplayed | Aggressive | Friendly | Religious | Zealot |
| unplayed | Aggressive | Friendly | unplayed | Zealot |
| unplayed | Aggressive | Industrious | Economic | Scientist |
| unplayed | Aggressive | Industrious | Military | Scientist |
| unplayed | Aggressive | Industrious | Religious | Shaman |
| unplayed | Aggressive | Industrious | unplayed | Scientist |
| unplayed | Aggressive | unplayed | Economic | Scientist |
| unplayed | Aggressive | unplayed | Military | Warrior |
| unplayed | Aggressive | unplayed | Religious | Zealot |
| unplayed | Aggressive | unplayed | unplayed | Warrior |
| unplayed | Friendly | Aggressive | Economic | Trader |
| unplayed | Friendly | Aggressive | Military | Zealot |
| unplayed | Friendly | Aggressive | Religious | Zealot |
| unplayed | Friendly | Aggressive | unplayed | Zealot |
| unplayed | Friendly | Friendly | Economic | Diplomat |
| unplayed | Friendly | Friendly | Military | Zealot |
| unplayed | Friendly | Friendly | Religious | Shaman |
| unplayed | Friendly | Friendly | unplayed | Shaman |
| unplayed | Friendly | Industrious | Economic | Diplomat |
| unplayed | Friendly | Industrious | Military | Warrior |
| unplayed | Friendly | Industrious | Religious | Diplomat |
| unplayed | Friendly | Industrious | unplayed | Diplomat |
| unplayed | Friendly | unplayed | Economic | Diplomat |
| unplayed | Friendly | unplayed | Military | Zealot |
| unplayed | Friendly | unplayed | Religious | Shaman |
| unplayed | Friendly | unplayed | unplayed | Shaman |
| unplayed | Neutral | Aggressive | Economic | Scientist |
| unplayed | Neutral | Aggressive | Military | Scientist |
| unplayed | Neutral | Aggressive | Religious | Shaman |
| unplayed | Neutral | Aggressive | unplayed | Scientist |
| unplayed | Neutral | Friendly | Economic | Diplomat |
| unplayed | Neutral | Friendly | Military | Warrior |
| unplayed | Neutral | Friendly | Religious | Diplomat |
| unplayed | Neutral | Friendly | unplayed | Diplomat |
| unplayed | Neutral | Industrious | Economic | Trader |
| unplayed | Neutral | Industrious | Military | Scientist |
| unplayed | Neutral | Industrious | Religious | Diplomat |
| unplayed | Neutral | Industrious | unplayed | Trader |
| unplayed | Neutral | unplayed | Economic | Trader |
| unplayed | Neutral | unplayed | Military | Scientist |
| unplayed | Neutral | unplayed | Religious | Diplomat |
| unplayed | Neutral | unplayed | unplayed | Trader |
| unplayed | unplayed | Aggressive | Economic | Scientist |
| unplayed | unplayed | Aggressive | Military | Warrior |
| unplayed | unplayed | Aggressive | Religious | Zealot |
| unplayed | unplayed | Aggressive | unplayed | Warrior |
| unplayed | unplayed | Friendly | Economic | Diplomat |
| unplayed | unplayed | Friendly | Military | Zealot |
| unplayed | unplayed | Friendly | Religious | Shaman |
| unplayed | unplayed | Friendly | unplayed | Shaman |
| unplayed | unplayed | Industrious | Economic | Trader |
| unplayed | unplayed | Industrious | Military | Scientist |
| unplayed | unplayed | Industrious | Religious | Diplomat |
| unplayed | unplayed | Industrious | unplayed | Trader |
| unplayed | unplayed | unplayed | Economic | Trader |
| unplayed | unplayed | unplayed | Military | Warrior |
| unplayed | unplayed | unplayed | Religious | Shaman |
| unplayed | unplayed | unplayed | unplayed | Wanderer |



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# Mission Types

Your personality type is important, because it determines the percentage chance of alien cultures offering you a certain type of mission or declaring war on you.

| Mission Type \ Personality Type | Bard | Diplomat | Ecologist | Grox | Scientist | Shaman | Trader | Warrior | Zealot |
|---|---|---|---|---|---|---|---|---|---|
| Fetch an Artifact | 100% | 50% | 40% | 30% | 100% | 70% | 70% | 70% | 100% |
| Eradicate Animals | 50% | 40% | 100% | 30% | 70% | 40% | 40% | 40% | 40% |
| Eradicate Citizens | 40% | 50% | 40% | 80% | 40% | 40% | 40% | 100% | 70% |
| War | 40% | 40% | 40% | 100% | 40% | 40% | 40% | 100% | 50% |
| Sample Collection | 50% | 40% | 90% | 30% | 100% | 70% | 70% | 40% | 40% |
| Terraform | 40% | 40% | 100% | 0% | 70% | 70% | 40% | 40% | 40% |
| Multi Delivery | 50% | 70% | 40% | 30% | 50% | 50% | 100% | 50% | 40% |
| Fetch a Commodity | 40% | 40% | 40% | 30% | 100% | 50% | 40% | 70% | 40% |
| Destroy All Turrets | 50% | 70% | 40% | 100% | 40% | 40% | 40% | 100% | 50% |
| Fetch a Plant | 40% | 40% | 70% | 30% | 100% | 50% | 40% | 40% | 40% |
| Fetch an Animal | 40% | 40% | 70% | 30% | 100% | 50% | 40% | 40% | 40% |
| Balance Ecosystem | 40% | 40% | 100% | 0% | 50% | 70% | 40% | 40% | 40% |
| Fetch a Tribe Member | 100% | 50% | 40% | 30% | 50% | 50% | 40% | 40% | 100% |
| Fetch a Civilization's Citizen | 100% | 70% | 40% | 60% | 40% | 50% | 40% | 50% | 40% |
| Fetch an Empire's Citizen | 70% | 70% | 40% | 100% | 40% | 40% | 40% | 90% | 40% |
| Scan and Abduct | 40 | 50 | 50 | 30 | 70 | 50 | 40 | 40 | 40 |

## Fetch an Artifact

Recover a single item from a planet's surface with your Abduction Beam and return it to the mission giver.

## Eradicate Animals

Sick animals on a planet threaten to infect the rest of the species. Destroy the infected animals within a time limit to save the planet's ecosystem.

## Eradicate Citizens

A colony's citizens are sick or insane and threaten the rest of the populace. Euthanize them to preserve the colony.

## War

The empire declares war upon your empire.

## Sample Collection

Use your Abduction Beam to collect samples of a planet's flora and fauna and bring them back to the mission giver.

## Terraform

Terraform a planet with planetary atmospheric tools and make it habitable for plants and animals.

## Multi Delivery

Deliver a number of objects to several different planets using your Abduction Beam to safely retrieve and drop them off.

## Fetch a Commodity

The mission giver is in need of a specific commodity. Find it and bring it back.

## Destroy All Turrets

Eradicate all turrets on all colonies on a specific planet with any Weapons tools you have.

## Fetch a Plant

Pick up a specific species of plant from a planet with your Abduction Beam and bring it back to the mission giver.

## Fetch an Animal

Use your Abduction Beam to pick up a specific animal type from a planet and bring it back to the mission giver.

## Balance Ecosystem

Fill out a planet's Food Web with plants and animals to balance its ecosystem.

## Fetch a Tribe Member

Go to a tribal planet, pick up a member of a tribe with your Abduction Beam, and bring it back to the mission giver.

## Fetch a Civilization's Citizen

Use your Abduction Beam to transfer a citizen from a civilization into your cargo hold, and then return and drop it off in one of the mission giver's cities.

## Fetch an Empire's Citizen

Abduct a citizen of another empire with your Abduction Beam and bring him to the mission giver's city. This may worsen your relationship with the abductee's empire and could lead to war.

## Scan and Abduct

Use your Scan tool to examine the plants and animals of a planet and use your Abduction Beam to bring samples of them back to the mission giver.



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# achievements

## Spore Achievements

| Icon | Achievement | Conditions |
|---|---|---|
|  | Galactic God | Evolve a creature from cell to intergalactic space traveler in one continuous game. |
|  | Photographer | Send a photo or video to a friend from Test Drive mode. |
|  | Architect | Create and share 50 buildings. |
|  | Automotive Engineer | Make and publish 50 vehicles. |
|  | Biologist | Create and publish 100 different creatures. |
|  | Spore Fan | Spend 50 hours in your Spore galaxy. |
|  | Spore Addict | Spend 100 hours in your Spore galaxy. |
|  | Creator | Spend more than 50 hours in the Creators. |
|  | Universe in a Box | Play every game level and use every Creator at least once. |
|  | Deja Vu | Stumble across one of your own creations when exploring the universe. |
|  | Social Engineer | Make 5 Sporecasts of 50 assets or more. |
|  | Rising Star | Have 5 different Sporecasts subscribed to by at least 10 people. |
|  | Front Page News | Have one of your creations or Sporecasts featured on the Spore website. |
|  | Creature Stage Unlocked | Play enough of the Cell Stage to unlock the Creature Stage. |
|  | Tribal Stage Unlocked | Play enough of the Creature Stage to unlock the Tribal Stage. |
|  | Civilization Stage Unlocked | Play enough of the Tribal Stage to unlock the Civilization Stage. |
|  | Space Stage Unlocked | Play enough of the Civilization Stage to unlock the Space Stage |

## Cell Stage Achievements

| Icon | Achievement | Conditions |
|---|---|---|
|  | Aluminium Cell | Finish the Cell Stage on Hard difficulty. |
|  | Landfall | Finish the Cell Stage and clamber onto the planet's surface! |
|  | Pacifist | Finish the Cell Stage without killing another creature. |
|  | Completist | Unlock all the parts in Cell Stage. |
|  | Speed Freak | Finish the Cell Stage in under 8 minutes. |
|  | Cell Addict | Finish the Cell Stage 25 times. |

## Creature Stage Achievements

| Icon | Achievement | Conditions |
|---|---|---|
|  | Iron Creature | Finish the Creature Stage on Hard difficulty. |
|  | Evolver | Finish Creature Stage. |
|  | Everyone's BFF | Finish the Creature Stage by befriending at least 20 other species. |
|  | Foe | Extinct at least 20 other species in Creature Stage. |
|  | Max Power | Build a creature with max stats in at least four abilities while playing the Creature Stage. |
|  | Survivor | Complete the Creature Stage without dying. |
|  | Socialite | Meet 200 creatures made by other players. |
|  | Flight of the Bumblebee | Fly for over 200 meters without touching the ground. |
|  | Devourer | Eat 50 different species across any number of games. |
|  | Village Folks | Have three posse members from different species. |
|  | Speed Demon | Complete the Creature Stage in less than an hour. |
|  | Bestial | Complete the Creature Stage 10 times. |
|  | Cerberus | Evolve a creature with three heads. |
|  | General Custer | Lead 30 posse members to their death. |
|  | Epic Killer | Kill an epic in Creature Stage. |
|  | Slugger | Finish Creature Stage without legs. |

## Tribal Stage Achievements

| Icon | Achievement | Conditions |
|---|---|---|
|  | Steel Tribe | Finish the Tribal Stage on Hard difficulty. |
|  | Founder | Complete the Tribal Stage and build a city. |
|  | Tribal Socialite | Convert all 5 other tribes to your belief system. |
|  | Vicious | Kill all members of all 5 other tribes and raze their villages. |
|  | Domestic Bliss | Domesticate and farm three different species. |
|  | Watchful Parent | Complete the Tribal Stage without the death of a single tribe member. |
|  | Tribal | Complete the Tribal Stage 10 times. |
|  | Ergonomically Terrific | Complete the Tribal Stage in less than an hour. |



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## Civilization Stage Achievements

| Icon | Achievement | Conditions |
|---|---|---|
|  | Adamantium Civilization | Finish the Civilization Stage on Hard difficulty. |
|  | Starman | Conquer all the other cities in the Civilization Stage and launch your first space vessel. |
|  | Economist | Finish the Civilization Stage with more than 8 economic cities. |
|  | Military Strongman | Finish the Civilization Stage with more than 8 military cities. |
|  | Missionary | Finish the Civilization Stage with more than 8 religious cities. |
|  | Spice Hoarder | Control every spice node on the planet simultaneously. |
|  | Relentless | Complete the Civilization Stage 10 times. |
|  | Rolling Thunder | Complete the Civilization Stage in less than an hour. |
|  | Ghetto Blaster | Make 10 Anthems. |

## Space Stage Achievements

| Icon | Achievement | Conditions |
|---|---|---|
|  | Super Pilot | Spend at least 40 hours piloting your spaceship. |
|  | Civil Engineer | Promote 20 alien tribes to civilizations. |
|  | Conquistador | Capture 15 star systems. |
|  | Zoo Keeper | Make 15 Zoo planets. |
|  | Bio Engineer | Edit 25 creatures with the Creature Tweaker. |
|  | Palm Greaser | Pay 50 bribes in the Space Stage. |
|  | Maxis Scout | Earn 100 badges in the Space Stage. |
|  | Empire Builder | Maximize colonies on 10 planets. |
|  | Quietus Star | Destroy 20 planets. |
|  | Quest Master | Complete 150 missions in the Space Stage. |
|  | Gunner | Destroy at least 500 other spaceships. |
|  | Identity Crisis | Forge an alliance between two spacefaring races of your own creation. |
|  | Thief | Steal 50 crates of spice in the Space Stage. |
|  | 42 | Find the Center of the Universe. |

## Space Stage Achievements (continued)

| Icon | Achievement | Conditions |
|---|---|---|
|  | Manifest Destiny | Find Earth. |
|  | Careless Parent | Lose 5 planets. |
|  | Alter Ego | Played Space as all 10 archetypes. |
|  | Alter Ego's Alter Ego | Achieve Master Badge Level 10 as all archetypes. |
|  | Zealot Passion | Play as a Zealot. |
|  | Warrior Passion | Play as a Warrior. |
|  | Bard Passion | Play as a Bard. |
|  | Knight Passion | Play as a Knight. |
|  | Wanderer Passion | Play as a Wanderer. |
|  | Trader Passion | Play as a Trader. |
|  | Shaman Passion | Play as a Shaman. |
|  | Scientist Passion | Play as a Scientist. |
|  | Diplomat Passion | Play as a Diplomat. |
|  | Ecologist Passion | Play as a Ecologist. |
|  | Zealot Hero | Achieved Master Badge Level 10 as Zealot. |
|  | Warrior Hero | Achieved Master Badge Level 10 as Warrior. |
|  | Bard Hero | Achieved Master Badge Level 10 as Bard. |
|  | Knight Hero | Achieved Master Badge Level 10 as Knight. |
|  | Wanderer Hero | Achieved Master Badge Level 10 as Wanderer. |
|  | Trader Hero | Achieved Master Badge Level 10 as Trader. |
|  | Shaman Hero | Achieved Master Badge Level 10 as Shaman. |
|  | Scientist Hero | Achieved Master Badge Level 10 as Scientist. |
|  | Diplomat Hero | Achieved Master Badge Level 10 as Diplomat. |
|  | Ecologist Hero | Achieved Master Badge Level 10 as Ecologist. |
|  | Split Personality | Complete a "Change Archetype" mission. |



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## Galactic Adventures Achievements

| Icon | Achievement | Conditions |
|---|---|---|
|  | Adventurer | Complete an adventure in Space. |
|  | Aeschylus | Create 10 adventures. |
|  | Architect | Place 500 buildings into your adventures. |
|  | Auto-Wrecker | Destroy 1,000 vehicles while playing adventures in Space Stage. |
|  | Bestseller | Create a featured adventure |
|  | Chatter Box (Secret) | Comment on 200 different adventures. |
|  | Consumer | Finish 200 adventures made by other players. |
|  | Costume Piece | Create 50 adventures with Tribe, Civilization, and Empire creatures. |
|  | Dabbler | Download 500 adventures. |
|  | Delirious Designer | Create 50 adventures using only your own creations. |
|  | Demotlition Expert | Destroy 1,000 buildings while playing adventures in Space Stage. |
|  | Dragon Slayer | Kill 1,000 epic creatures while playing adventures in Space Stage. |
|  | Emperor | Place 200 Empire creatures in your adventures. |
|  | Epic Fail (Secret) | Fail 50 adventures made by other players. |
|  | Faithful Zealot | Place all four Zealot parts on a captain. |
|  | Fierce Warrior | Place all four Warrior parts on a captain. |
|  | Geared Up | Outfit 50 creatures with adventure parts. |
|  | Going Tribal | Place 200 Tribal creatures in your adventures. |
|  | Grand Adventurer | Complete 100 adventures inside the Space Stage. |
|  | Granddaddy | Create an adventure that is edited by 10 other players. |
|  | Happy Times | Create 30 adventures with all peaceful cast members. |
|  | Industrious Trader | Place all four Trader parts on a captain. |
|  | Intelligent Scientist | Place all four Scientist parts on a captain. |
|  | Joyful Bard | Place all four Bard parts on a captain. |

## Galactic Adventures Achievements

| Icon | Achievement | Conditions |
|---|---|---|
|  | Just Diplomat | Place all four Diplomat parts on a captain. |
|  | Large Ensemble | Create 30 adventures with over 100 cast members in each. |
|  | Mad Skills (Secret) | Earn top ranks on 50 leaderboards. |
|  | Major Contributor | Give 500 gifts while playing adventures in Space Stage. |
|  | Maxis Super Fan (Secret) | Create 25 adventures using only Maxis-made creations. |
|  | Mechanic | Place 500 vehicles into your adventures. |
|  | Mercenary | Kill 1,000 creatures while playing adventures in Space Stage. |
|  | Moliere | Create 50 adventures. |
|  | My Hero | Protect 500 creatures while playing adventures in Space Stage. |
|  | My Precious | Collect 3,000 objects while playing adventures in Space Stage. |
|  | Published Author | Publish an adventure. |
|  | Red Shirt | Lose 100 crew members while playing adventures in Space Stage. |
|  | Scientist | Place 200 non-accessorized creatures into your adventures. |
|  | Shakespeare | Create 100 adventures. |
|  | Social Butterfly | Befriend 1,000 creatures while playing adventures in Space Stage. |
|  | So Civilized | Place 200 civilized creatures in your adventures. |
|  | Still Life | Create 30 adventures without any creatures. |
|  | Storyteller | Publish 50 adventures. |
|  | Terraformer | Create 50 adventures using planets you terraformed. |
|  | The Critic (Secret) | Rate 200 adventures. |
|  | Top Seller (Secret) | Get 1,000 of your assets to be used in other people's adventures. |
|  | Universal Ecologist | Place all four Ecologist parts on a captain. |
|  | Wise Shaman | Place all four Shaman parts on a captain. |

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